

# STAR WARS

ROLEPLAYING GAME



Net.guide to the Draconian Empire

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- Deep Core
- Core Worlds
- Colonies
- Inner Rim
- Expansion Region
- Mid Rim
- Outer Rim

## Unknown Regions

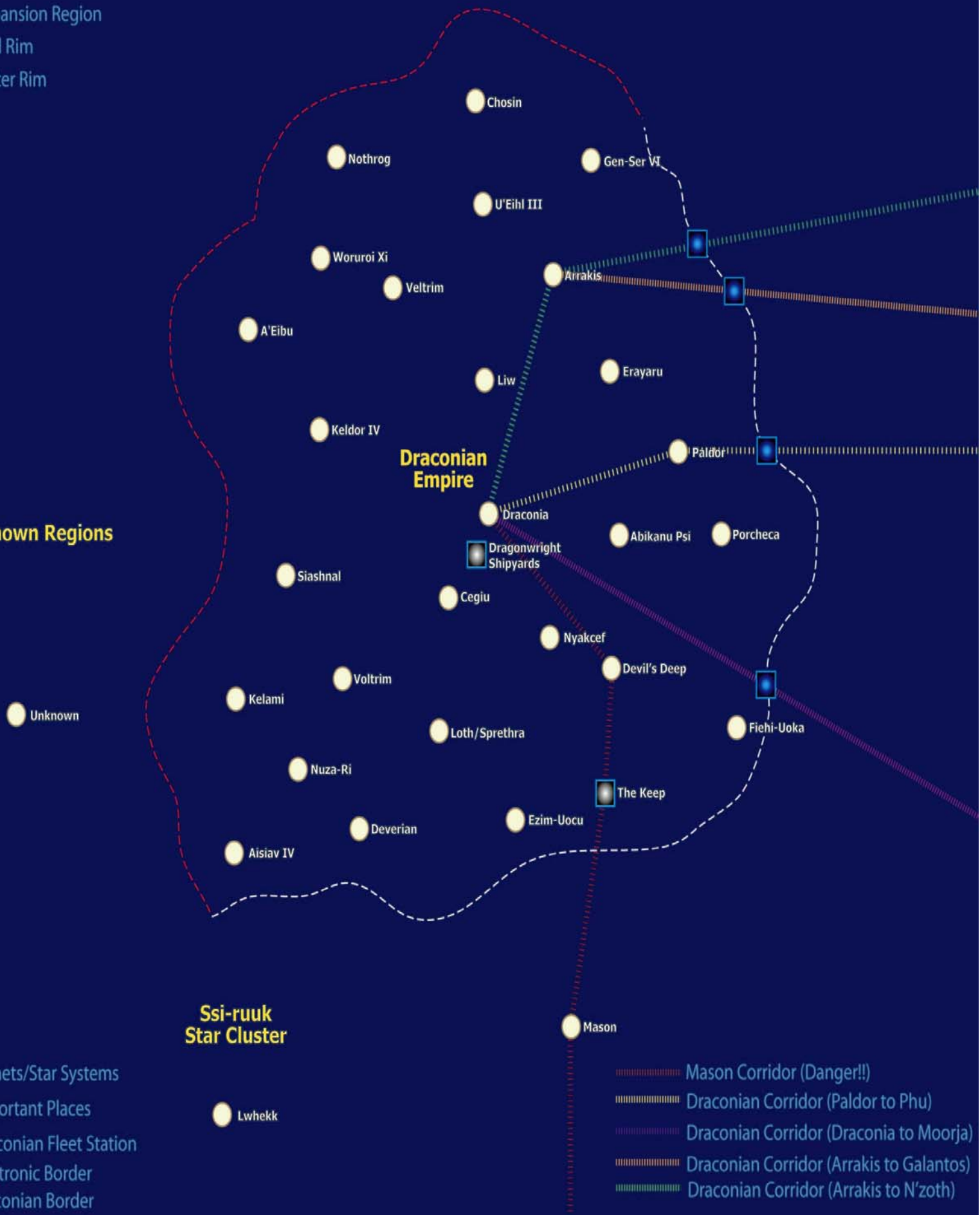
## Unknown Regions

## Ssi-ruuk Star Cluster

## Draconian Empire

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- Important Places
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- Electronic Border
- Draconian Border

- Mason Corridor (Danger!!)
- Draconian Corridor (Paldor to Phu)
- Draconian Corridor (Draconia to Moorja)
- Draconian Corridor (Arrakis to Galantos)
- Draconian Corridor (Arrakis to N'zoth)



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AT-A16 Elite Trooper Battle "Dragon's Claw"  
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## INTRODUCTION

Just a little background on the Draconian Empire. This is a Star Wars Infinity Game, the only reason it turned into this is about six years ago I ran a group of six Jedi, using the D6 system, through the Rebellion Era and the game got out of hand. They rescued Darth Vader instead of him Dying. Anakin Skywalker is alive and well, even though he still has some mechanical parts. The story up until Dark Empire and Dark Empire II is pretty much the same except that the events in Dark Empire and Dark Empire II never happened. Anakin Skywalker returned to the Emperor the year before and struck him down. About three years ago I created a character from a race of my own design (The Draconians) and wanted to make a little history for his species. Well it grew and grew until the point at which I am at with this page. This is where I base all of my campaigns now. We play in the time of the New Jedi Order era. All of this is based in that era. Now though we are past all the books and the Yuzan Vong have been defeated at a final battle where the last remnants of all the major factions came together at the planet Hoth and defeated them. Now with the Imperial Remnant and New Republic having to rebuild the Draconian Empire has taken advantage of this and are now preparing for war.

Creator: Christopher T. Collins

Technical Help and Ideas: Jason Sunday

### How to Use this Book

*The Draconian Empire Net.Guide* is designed for use with the revised *Star Wars Roleplaying Game*. It refers to rules, Force skills, Force feats, and class abilities featured in the revised edition specifically.

*The Draconian Empire Net.Guide* explores the Draconian Empire and an on coming war with the New Republic. Whether you're playing in a *Star Wars* campaign or running one as a Gamemaster this book contains a wealth of information.

### Note on Era

Old Republic Era: 25,000-1,000 BSW4

Rise of the Empire Era: 1,000-0 BSW4

Rebellion Era: 0-5 ASW4

New Republic Era: 5-25 ASW4

New Jedi Order Era: 25-30 ASW4

Draconian Empire Era: 30+ ASW4



# OVERVIEW OF THE DRACONIAN EMPIRE

## HISTORY

### OLD REPUBLIC ERA

During the fall of the Sith Empire the Republic was still exploring the Galaxy. They began to branch out into the Unknown Regions and discovered a small Coalition of planets that were controlled by a race called the Draconians. In the party of explorers were two scouts and a Jedi named Bareck Justicar. The Draconians new of the force and even had there own force users called the Kym-nark-mar. When the "Kym" saw Justicar and his lightsaber there became a split in there ranks. Some of the more radical "Kym" decided to use lightsabers, while the more traditional ones stuck with the "Kym" Sword. The Draconian Coalition as it was known joined the Republic, and expanded there Coalition out into the Unknown Region. There was trade and commerce between the Republic and the Coalition for over 3000 years. The Draconian Coalition supported the Republic during the Clone Wars by giving up part of there huge Naval Fleet to fight.

### RISE OF THE EMPIRE ERA

When the Emperor took control of the Republic and started his New Order the Draconians left the Republic and ended all contact with the Imperial Empire. The Emperor furious at this and needing the Draconians shipyards and technology sent a battle fleet of twelve Star Destroyers and support vessels to recapture the Coalition. Upon arriving in the sector the fleet was pulled out of hyperspace by Harvester-class Interdiction Cruisers. Waiting for them was the largest fleet ever massed.

There were 1000 Wyvern-class battle cruisers and all there support ships commanded by the Draconian Grand-Admiral Lesarious Feyan. The battle was over in minutes, half of the Imperial Fleet was destroyed while Grand-Admiral Feyan let six of the Star Destroyers limp away to the safety of the Empire. The Empire deciding it could not take any more loses of that size again decided to leave the Coalition alone and destroyed any knowledge of them from records. During this time of solitude the Draconians built a larger fleet incase the Empire may return. They developed better technology and prospered like never before on there own. They began to expand there Coalition further into the Unknown Region.

### REBELLION ERA

After the Battle of Bakura the Rebel Alliance took a Ssi-ruuk capital ship through the Draconian Coalition to attack the Ssi-ruuk homeworld. The Rebel Alliance was pulled out of hyperspace and surrounded by Draconian Starships. The Rebel Alliance told them of there mission and that the Emperor was dead and the Empire was falling apart. The Draconians came out of seclusion and vowed to help the Rebel Alliance destroy the Empire. The Draconians began building newer ships with extremely high quality technology for the Alliance. The Coalition also sent ships to help aid the Alliance in there struggle.

### NEW JEDI ORDER ERA

At the same time the New Republic made a treaty with the Imperial Remnant and the Yuzan Vong began there attacks Darth Stidreck, a Sith Lord, came to power in the Coalition. He took charge of the Draconian Fleet and ordered it to blockade the home world of the Coalition until the President of the Coalition surrendered. Stidreck took over and became an Emperor turning the Coalition into an Empire and closed the borders once again. Then out of hatred for the Republic and the Jedi began to attack the New Republic and the Jedi Counsel.

As the Yuzan Vong wiped out the Imperial Remnant and the New Republic the Draconian Empire was preparing for war. The Draconian Empire discovered a new metal, called Naquadah, and a fantastic way to use it. They began building a new fleet made up of this material. A Jedi Diplomat, Kelson McCray, seeing that the only chance the Galaxy had to survive the purge by the Yuzan Vong was to become allies with the Draconians. Successful at his attempts the Draconians, Imperial Remnant, New Republic, Corporate Sectors, Smugglers, Bounty Hunters, and other organization formed an alliance to make a last stand against the Yuzan Vong. The battle was to take place at Hoth. They set up defensive perimeters in the system and lured the Yuzan Vong fleet into the system. The Yuzan Vong fleet was annihilated and the combined forces of the Galaxy had won.

Now the inhabitants of the Galaxy are rebuilding and the Draconian Empire has gone back into there isolationism. They are once again preparing for war against the New Republic.

## SECTOR DESCRIPTION

The Draconian Empire expands across 600 stars in the unknown region of space. There are only 4 known jump routes from the New Republic into the Empire. A hundred Draconian ships guard all 4 of these routes. These routes are a must to enter the Draconian Empire because there is gravitic anomaly that borders the Empire and the Republic. This barrier acts as a wall and stops all starships in there tracks. There is no forward movement from this point at all unless you are following one of the corridors that make a hole in the gravitic anomaly. They sit at the border of the Empire to protect it. Along with them are Defense Platform and Drydock with gravity well projectors that pull any incoming ship out of hyperspace. At this time they begin to check your clearance or they just destroy you. There is a hidden route in that comes close to the Mason Star, but the Draconians don't think anyone is stupid enough to try that route so they don't guard it. The New Republic and Imperial Remnant have found this route successful for inserting operatives into the Draconian Empire.

## Social Structure

The Draconian Empire like the Coalition has a house caste structure. There is a house for Diplomacy, War, Commerce, Industry, and Rule. These houses run the entire government structure of the Empire. There is a counsel of Elder House Members (excluding the Ruling House) that meets and reports to the President/Emperor.

The **House of Diplomacy** is where all representatives of the Draconian Empire to other governments come from, plus they control all the humanitarian aid services within the Empire and any that may be offered to other governments. Lesarious Arvorn the once Great Ambassador to the Old Republic was from this house. A representative of the house can be found on every planet.

The **House of War** is where all military commanders and soldiers come from, plus they run the Bounty Hunter's Guild, and Mercenaries Guild. Lesarious Feyan the Grand-Admiral who defeated the Empire in their invasion of the Coalition is from this house. A representative of the house can be found on every planet. All house heads hold an honorary rank of Admiral in the Imperial Navy. The current Grand-Admiral (House Head) is Gladril Norghide a Kym-nark-mar Force user.

The **House of Industry** runs all of the factories, mines, farms, and the Laborer's Guild. A representative of the house can be found on every planet. This house controls the conditions of workers through out the Empire. They also control Dragonwright Shipyards, Dragon Forge, Dragon Spec, and Dragon Lair even though the House of Commerce is in control of selling the products of the House of Industry.

The **House of Commerce** controls all exporting of goods, importing of goods, and the Trader's Guild. A representative of the house can be found on every planet. Their sole purpose in life is to make sure there is no Black Market selling happening.

The **Ruling House** is where the President for the Coalition would have come from. The Head of the house is the senior most people and would normally hold the rank of President of the Coalition. It is rumored that Darth Stidreck is actually a member of this house. Though that information has not been confirmed. This house is currently not apart of the Imperial Hierarchy.

Every member of the Draconian race is a member of a house. Members from a house are not to get into relationships with other houses. There have been exceptions to this rule. Like Lesarious Arvorn marring Lesarious Feyan to bear an offspring that would be an ultimate warrior and diplomat like Arvorn Ragtok. Arvorn Ragtok though was a great Diplomat and a great Jedi but has since disappeared from the galaxy. Every Draconian though is required to serve two years of service in the military, except members of the House of War. The members of the House of War are on indefinite service, and serve as a permanent military force whether it is in the Navy or the Army.



## PLAYING IN THE EMPIRE

### NEW SKILLS

#### Knowledge: Artificial Intelligence

Artificial Intelligence is an integral part of the Star Wars universe, and we see it every time a droid appears on the screen. For these droids to function properly, as well as some other computer systems, artificial intelligence must be in place. Slicers also make use of AI when writing self-sufficient programs, or retooling a droid.

The D20 equivalent would be the Knowledge (artificial intelligence) skill, which could provide synergy bonuses to Computer Use rolls.

#### Knowledge: Genetic Engineering

##### *Trained Only*

This Knowledge skill is essentially "book" knowledge that a character has learned about genetic engineering. It can cover uses, procedures, equipment, dangers, and more. This includes a very small amount of practical, or "hands-on", knowledge gained in a classroom type setting.

**Check:** As per Knowledge skill (pg 78, Core Rulebook)

**Retry:** As per Knowledge skill (pg 78, Core Rulebook)

**Special:** Having 5 or more ranks in Knowledge (Genetic Engineering) gives a +2 synergy bonus to

#### Knowledge: Linguistics

Mastering a language is something not everyone has the time to accomplish. However, there is a bridge between fluency and the ability to communicate a simple point. While this skill can eliminate some communication difficulties, there is still a vast potential for humorous misunderstandings and strained dialogue. Users of this skill are adept at communicating for survival and leave fluency to the province of diplomats.

A successful check allows the character to establish some form of communication (grunts, words, body language). Subsequent rolls can expand the range from simple ideas (yes, no, my name, your name, bad place, etc.) to slightly more complex ideas (maybe, guard over there, run, bow to show respect, etc.). The GM should require a specific period of time spent in conversation (at least 30 minutes) before allowing additional rolls to expand word knowledge. The best a character should hope for after about four successful

attempts is, "Four white bad ones came. They shot fire into our huts and killed eight of us, including my father. I will help you kill them." as an example of the ideas (not words) that could be communicated.

**DC 10** Language closely related to character's fluent languages. Example---a dialect of Basic.

**DC 15** Language slightly related or rooted to character's fluent language. Example---understanding Quarren when fluent in Mon Cal.

**DC 20** Language mechanics are identical to character's fluent languages. Example---vocal communication is primarily used for communication.

**DC 25** Language mechanics are vastly different from character's fluent languages. Example---vocal language base being used to understand sign language or clicking mandibles together.

*You may not take 10 or 20 on this check.*

#### Profession: Genetic Engineer

##### *Trained Only*

This skill covers the practical applications of advanced genetic engineering. This is the skill used to actually perform any genetic alteration. Characters with the genetic engineering skill are familiar with all of the major equipment, procedures, and supplies used for genetic engineering.

**Check:** As per Profession skill (pg 80, Core Rulebook)

**Retry:** As per Profession skill (pg 80, Core Rulebook)

**Special:** If you have 5 or more ranks in Knowledge (Genetic Engineering), you get a +2 synergy bonus to Profession (Genetic Engineer).

### NEW FEATS

#### Artisan

The cultural centers of the galaxy produce a certain breed of people who are adept at creating things of quality and beauty. These artistically-inclined people bring a certain aspect of beauty and style to the galaxy, and sometimes go on to become highly paid for their skills.

*This is a Homeworld Feat. It can only be taken at 1st level by a character that is from one of the Acceptable Homeworlds originally.*

You have exceptional skill in a particular art or craft. You have the ability to create items and artwork of high-quality and beauty that are sought after

by others.

**Acceptable Homeworlds:** Alderaan, Naboo, Paldor

**Benefit:** This feat grants a character a +2 bonus to the Craft skill in a particular form of art, and a +2 bonus to Profession checks involving that art form.

## Linguist

You are a student of languages, capable of learning new tongues at an extraordinary rate. Your knowledge of galactic linguistics and xenoetymology gives you the chance to understand a language even if you’ve never heard it before.

**Prerequisites:** Intelligence 15, Read/Write Language (any five); Speak Language (any five).

**Benefits:** When you spend skill points to purchase a new Read/Write Language skill, you gain the corresponding Speak Language skill for free.

When you experience a form of communication for the first time, you may make an Intelligence check to determine if you can identify and understand the language. The DC is based on the number of languages you know; for example, an attempt to read a datapad in an unknown language is based on the number of Read/Write Language skills you possess.

Number of Read/Write or Speak Language Skills	Intelligence DC
5	25
10	20
15	15
20+	10

Succeeding at this check for Read/Write Language grants a +5 to any subsequent check to understand the corresponding Speak Language skill (and vice-versa). If you succeed at this check, you can understand the new language and use it (as an obvious novice) until the next time you gain a level. At that time, your knowledge of the language is lost unless you spend a skill point to purchase it.

## Shipwright

The galaxy wouldn’t be the same without space travel; you can’t have space travel without starships, and you can’t have starships without people to make them. Some worlds are well-known as producing the finest starships and have become commonly known names across the galaxy. Whether for commercial or military, public or private usage, certain planets are major shipyards which produce some of the most talented engineers and technicians around.

*This is a Homeworld Feat. It can only be taken at 1st level by a character who is from one of the Acceptable Homeworlds originally.*

You are knowledgeable about the ways a starship works and have studied their design and construction. Your people are known as some of the best engineers in the galaxy, and you carry on their tradition as well.

**Acceptable Homeworlds:** Corellia, Kuat, Fondor, Rendili, Wakeelmui, Mon Calamari, Sluis Van, Draconia.

**Benefit:** A character with this feat gains a +2 bonus to a Craft skill or Knowledge skill involving starship construction (pick 1), and a +2 bonus to repair checks.

For example, a character can take a +2 bonus to Craft (starships) and Repair, or Knowledge (Starship Engineering) and Repair, etc.

## SPECIES OF THE EMPIRE

### Delrians



Also known as dark ones, Delarian's are a depraved and evil subterranean race. They have Jet-Black skin and pale hair, with white being common. Their society is matriarchal and rigidly controlled by the priesthood.

**Personality:** They are schemers and very evil.

**Physical Description:** They are very tall skinny race with jet-black skin and pale hair, most common hair.

**Delarian Homeworld:** Loth

**Age in Years:**

**Language:** Liltoltish

**Delarian's Species Traits:**

- +2 Dexterity, -2 Constitution, +2 Listen, +2 Search, +2 Spot, +2 Will. The Delarians live on a very dark-dangerous world and have adapted to notice things.
- Medium-size, as a medium-size creature, Delarians have no special bonuses or penalties due to their size
- A Delarian has a base speed of 10m
- Automatic Languages: Basic and Liltoltish

### Draconians

The reptilian Draconians are known for their great Intelligence and Wisdom. Many of these races become great scholars and politicians though they still have a house of war and are quite adept in the force. The ones that become Jedi grow a tattoo around their left eye that marks them for life, and if they ever turn to the Dark Side they grow a ring of horns around their heads that stay there even when they have atoned for their deeds.

**Personality:** Violent, brutal, and driven to protect the honor of their race. They love to compete, but can show compassion and mercy as the situation warrants.

**Physical Description:** Draconians are usually 6' to 6'5" tall with Black/Gray, Red/Gray, Blue/Gray, Green/Gray, White/Gray, Brass/Gray, Bronze/Gray, Copper/Gray, Gold/Gray, or Silver/Gray scales.

**Homeworld:** Draconian

**Age in Years:**

**Language:** Draconians speak Draconian (Draconic), they can also learn to speak basic.

**Draconians Species Traits:**

- +2 Intelligence, +2 Wisdom, -2 Dexterity. Draconians are wise and smart but for that they lack agility and grace.
- Medium-size. As medium-size creatures, Draconians have no special bonuses or penalties due to their size.
- A Draconians base speed is 10 meters.
- A Draconians can still use their claws to fight with. 2d6 damage
- Automatic Languages: Draconic and Basic

### Naming Aspect of the Draconian's

Draconian's have a weird aspect of names. What would normally be a human first name is a Draconian's family name. Their last name is their given name. The family name is normally derived from the father's given name, hence Lesarius Arvorn (i.e. Lesarius was his father's given name, and Arvorn being his given name.) Wants to name his son Ragtok. Little Ragtok's name would now be Arvorn Ragtok (i.e. Arvorn being Lesarius Arvorn's given name, and Ragtok being Little Ragtok's given name.) Draconian females take the given name of their father as their first name, until they are married then they take on the family name of their husband (i.e. Nargasta Feyan marries Lesarius Arvorn. Her new name becomes Lesarius Feyan.).

### Elfrian



The Elfrian are a tall lanky pointed ear species from the planet of Sperethra in the C'Tala star system. They are an enchanting race that lives in a very elegant life of farming and forestry. A lot of scouts in the Draconian Empire are Elfrian.

**Personality:** Elfrian believe that independence and freedom for the individual are more important than the rigid structures of civilization.

**Physical Description:** The Elfrian are tall lanky silver skinned humanoid with long pointy ears.

**Homeworld:** Sperethra

**Language:** Sperethral

**Age in Years:**

**Elfrian Species Traits:**

- +2 Dexterity, -2 Constitution, +2 Listen, +2 Search, +2 Spot. The Elfrian live on a very dangerous world and have adapted to notice things out of the ordinary.
- Medium-size, As a medium-size creature, Elfrian have no special bonuses or penalties due to their size
- A Elfrian has a base speed of 10m
- Automatic Languages: Basic and Sperethral

## Fremen



The Fremen are a near Human race that live on the planet Arrakis. They are born warriors and survivors. They live in the deep desserts of their world and have subterranean cities. They are considered ghosts to any other species that lives on the planet.

**Personality:** Peaceful and Honor driven but in times of threat the Fremen will protect there world and way of life until death.

**Physical Description:** A Fremen looks just like other Humans but instead they have blue upon blue eyes.

**Homeworld:** Arrakis

**Language:** Fremen

**Age in Years:**

**Fremen Species Traits:**

- -1 Charisma, +2 Constitution. The Fremen are of a hard warrior breeding.
- Medium-size, As a medium-size creature, Fremen have no special bonuses or penalties due to their size
- A Fremen has a base speed of 10m
- Automatic Languages: Basic and Fremen

## Ogrians



The Ogrians are green muscular races that live on the planet Nothrog. They are born as warriors. They live in the mountains of their world and have subterranean cities. They are a mean and vicious race that will work for anyone for money.

**Personality:** Ogrians are short-tempered and sullen. They would rather act than ponder and would rather fight than argue. The ones you see off planet are, however, those with enough self control to live in a civilized land, not the crazy ones.

**Physical Description:** Ogrians are as tall as humans and a little heavier, thanks to their muscle.

**Ogrian Homeworld:** Nothrog

**Age in Years:**

**Language:** Ogrian

**Ogrian Species Traits:**

- +2 Strength, -2 Intelligence, -2 Charisma: Ogrians are strong, but they are dull and crude.
- Medium-size, As a medium-size creature, Ogrians have no special bonuses or penalties due to their size
- Due to the light on there world Ogrians have Darkvision
- A Ogrian has a base speed of 30m
- Automatic Languages: Basic and Ogrian



## Paldorians



Paldorians are an amphibious species from the watery world of Paldor that are considered by many to be a relatively primitive society. The truth is that they are merely very nomadic and tend not to settle in one place for long enough to develop any kind of industry or advanced technology. Paldor, which is formed of large warm seas separated by volcanic ridges that create the continents of the planet, caused the Paldorians to evolve from amphibious creatures that crawled from the planet's life-producing oceans millennia ago. Paldorians commonly travel into the galaxy when they can get off world, as their nomadic tendencies (ingrained into them on almost the genetic level) lead them to wander the stars and only occasionally return to their homeworld.

### Paldorain Species Traits:

- +2 Constitution, -2 Intelligence. Paldorians are durable beings that have survived millennia of their nomadic lifestyle, but lack advanced technology and many mechanical devices.
- Medium-size. As Medium-size creatures, Paldorians have no special bonuses or penalties due to their size.
- Paldorians base speed is 10 meters.
- +2 species bonus to Survival. Paldorians can adapt to a variety of surroundings quickly and easily, and can live in even the most hostile of environments. Hold Breath: Paldorians can seal up their lungs and survive underwater for an extensive amount of time. They may hold their breath underwater for up to 8 hours without needing to breathe

normal air. 360 Degree Vision: Paldorians gain the Uncanny Dodge (can't be flanked) SQ (as described under the Scout class ability of the same name) due to their amazing panoramic vision.

- Automatic Languages: Basic, Paldorian

## Squats



Squats are noble warriors who excel at metal craft, electronics, stone working and war. They prefer to spend their time making masterpieces of stone, steel, and precious metals. They create durable weapons, craft beautiful jewelry, and cut superior gems.

**Personality:** They tend to be serious, determined, and very honorable.

**Physical Description:** Averaging 4 feet tall and weighing as much as an adult human, a Squat is stocky and muscular. Their skin is light brown or deeply tanned, cheeks ruddy, and eyes bright. The long hair is usually black, gray, or brown. Males have long carefully groomed mustaches and beards.

**Fremen Homeworld:** Porshaca

**Age in Years:**

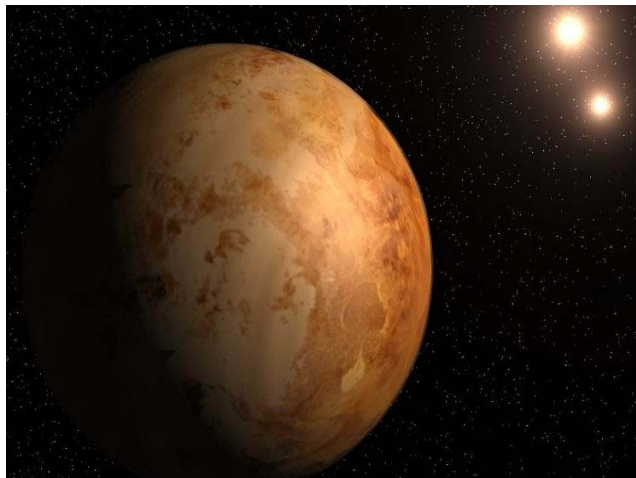
**Language:** Picala

### Squat Species Traits:

- +2 will, +2 Fortitude, +4 dodge against large foes, +2 Appraise, because of a Squats keen work in art.
- Small size, as a small-size creature, Squats have a +1 AC bonus.
- A Squat has a base speed of 10m
- Automatic Languages: Basic Picala

## PLANETS OF THE EMPIRE

### Arrakiss



Arrakiss is a barren rock covered with desserts. There is absolutely no water anywhere on the planet. The planet though does have some sort of income though. They mine the spice mélange, which is a mind altering drug. There is a giant worm that inhabits the planet that makes mining difficult. The native species of the planet are the Fremen.

**Type:** Terrestrial

**Climate:** Arid

**Atmosphere:** Type I (Breathable)

**Terrain:**

**Polar Terrain:** High-Desert

**North Terrain:** High-Desert

**Equit Terrain:** Desert

**South Terrain:** High-Desert

**Gravity:** Standard

**Land Mass:** 100%

**Length of Day:** 23 Standard hours

**Length of Year:** 304 local days

**Sapient Species:** Fremen, various

**Starport:** Standard Class

**Population:** 40,000-75,000

**Planet Function:** Trade, subsistence, Homeworld

**Government:** Council, Draconian Imperial

**Tech Level:** Hyperspace

**Major Exports:** Spice Mélange

**Major Imports:** Mid tech, high tech, metals, foodstuffs, chemicals, medicine, water

**System/Star:** Arrak

Planets	Type	Belt	Moons
Arrakis	Terrestrial	9	2

### Chosin



Chosin is a frozen ball of ice. The only reason this planet is even mentioned on most galactic maps is because it is a hide out for smugglers and pirates. No life has ever been found on Chosin.

**Type:** Terrestrial

**Climate:** Frigid

**Atmosphere:** Type IV (environmental suit required)

**Terrain:** Glacier

**Polar Terrain:** Frozen Polar Seas

**North Terrain:** Ice Fields

**Equit Terrain:** Ice Mountains

**South Terrain:** Frozen Polar Seas

**Gravity:** Standard

**Land Mass:** 100%

**Length of Day:** 37 standard hours

**Length of Year:** 288 local days

**Sapient Species:** None

**Starport:** None

**Population:** None

**Planet Function:** None

**Government:** None

**Tech Level:** None

**Major Exports:** None

**Major Imports:** None

**System/Star:** Verdian

Planets	Type	Belt	Moons
Caldor	Terrestrial	3	2
Asteroid Belt	Asteroids	7	0
Chosin	Frigid	11	0

## Deverian



Deverian is a planet covered mostly in cities. It is devoid of most agriculture and natural life. This planet use to be highly forested world that was colonized by the Empire and quickly became a low income planet to live on. The cities are stacked hundreds of level high just like on Coruscant. The common term given to these cities is Hives.

**Type:** Terrestrial

**Climate:** Arid

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Polar Glaciers

**North Terrain:** City Sprawl

**Equit Terrain:** City Sprawl

**South Terrain:** City Sprawl

**Gravity:** Standard

**Land Mass:** 100%

**Length of Day:** 16 standard hours

**Length of Year:** 120 local days

**Sapient Species:** Various

**Starport:** Standard class

**Population:** 30 billion

**Planet Function:**

**Government:** Council, Draconian Imperial

**Tech Level:** Industrial

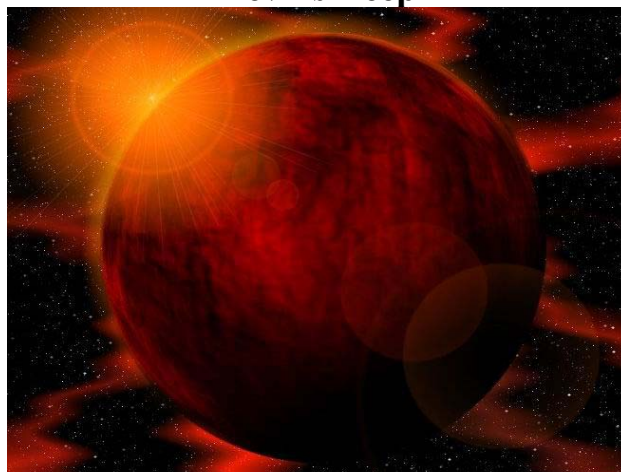
**Major Exports:** Textiles

**Major Imports:** All

**System/Star:** Enshlon

Planets	Type	Belt	Moons
			0
Deverian	Terrestrial	9	4
			0
			0

## Devil's Deep



Devil's Deep is rightly named because it is a volcanic planet. The atmosphere is very hostile so the inhabitants live in domed cities. The only reason that this planet has been colonized is there is something in the volcanic ash that makes a curative for most known diseases.

**Type:** Hostile

**Climate:** Arid

**Atmosphere:** Type IV (environmental suit required)

**Terrain:**

**Polar Terrain:** Volcanic Magma

**North Terrain:** Volcanic Rock

**Equit Terrain:** Volcanic Rock

**South Terrain:** Volcanic Magma

**Gravity:** Standard

**Land Mass:** 100%

**Length of Day:** 30 standard hours

**Length of Year:** 240 local days

**Sapient Species:** Various

**Starport:** Limited Services

**Population:** 10 million

**Planet Function:**

**Government:** Council, Draconian Imperial

**Tech Level:** Hyperspace

**Major Exports:** Medical

**Major Imports:**

**System/Star:** Balrog

Planets	Type	Belt	Moons
			0
			0
			0
			0



## Draconia



Draconia is the thrown world of the Draconian Empire. There are many various life forms on the planet. The planet is covered in lush green fields and mountainous train. Millennium ago Draconia was the home of Dragons. Those Dragons evolved into the modern day Draconians. The Draconian Military Academy is based on Draconia.

**Type:** Terrestrial

**Climate:** Temperate

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Ice Fields

**North Terrain:** Jungle

**Equit Terrain:** Plains

**South Terrain:** Tundra

**Gravity:** Standard

**Land Mass:** 75%

**Length of Day:** 21 standard hours; 23 standard hours

**Length of Year:** 390 local days; 369 local days

**Sapient Species:** Draconians, Various

**Starport:** Stellar class; Standard class

**Population:** 6 trillion - 9 trillion

**Planet Function:** Capital World of Draconian Empire

**Government:** Draconian Imperial

**Tech Level:** Hyperspace

**Major Exports:** All

**Major Imports:** All

**System/Star:** Draco

Planets	Type	Belt	Moons
Aries	Hostile	1	2
Asteroid Belt	Asteroid	3	0
Draconia	Terrestrial	5	1
Dragonwright Shipyards	Space Station	NA	0

## Loth



**Type:** Hostile

**Climate:** Arid

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Barren Rock

**North Terrain:** Barren Rock

**Equit Terrain:** Barren Rock

**South Terrain:** Barren Rock

**Gravity:** Standard

**Land Mass:** 98%

**Length of Day:** 33 standard hours

**Length of Year:** 120 local days

**Sapient Species:** Delarian, various

**Starport:** Standard class

**Population:** 4 million

**Planet Function:** Mining, Homeworld

**Government:** Council, Draconian Imperial

**Tech Level:** Hyperspace

**Major Exports:** rare metals

**Major Imports:** All

**System/Star:** C'Tala

Planets	Type	Belt	Moons
Vandorn	Hostile	1	6
Sprethra	Terrestrial	5	3
Asteroid Belt	Asteroid	8	0
Nastosh	Hostile	11	3
Loth	Hostile	15	4



## Nothrog



Nothrog is a very dark planet that orbits its sun some two light years away. It is a cold harsh planet but the inhabitants of this planet, the Ogrian, have thrived there for millennium fighting war after war with each other.

**Type:** Terrestrial

**Climate:** Temperate

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Polar Glaciers

**North Terrain:** Deep Swamp

**Equit Terrain:** Swamp

**South Terrain:** Deep Swamp

**Gravity:** Standard

**Land Mass:** 89%

**Length of Day:** 23 standard hours

**Length of Year:** 210 local days

**Sapient Species:** Ogrians, Various

**Starport:** Standard class

**Population:** 70 million

**Planet Function:** Homeworld

**Government:** Council, Draconian Imperial

**Tech Level:** Atomic

**Major Exports:** Weapons

**Major Imports:** All

**System/Star:** Noth

Planets	Type	Belt	Moons
			0
			0
			0
			0

## Paldor



Paldor is a planet that is covered in gigantic oceans, with very little land mass. When the Draconians colonized the planet there was no native population on the planet. Paldor is also home to the Draconian Empires most prestigious college and library.

**Type:** Terrestrial

**Climate:** Humid

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Polar Glaciers

**North Terrain:** Deep Ocean

**Equit Terrain:** Ocean

**South Terrain:** Deep Ocean

**Gravity:** Standard

**Land Mass:** 15%

**Length of day:** 26 standard hours

**Length of year:** 312 local days

**Sapient Species:** Paldorians, Various

**Starport:** Stellar class

**Population:** 1.2 billion

**Planet Function:** Cultural Center, Homeworld

**Government:** Council, Draconian Imperial

**Tech Level:** Hyperspace

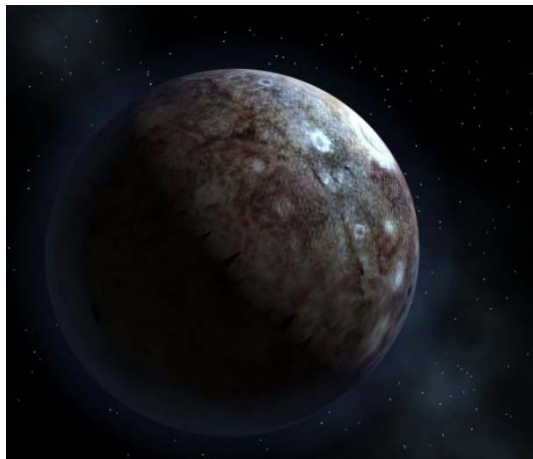
**Major Exports:** Art

**Major Imports:** High technology

**System/Star:** Palgorn

Planets	Type	Belt	Moons
Galdor	Terrestrial		1
Paldor	Terrestrial		3
Vorn	Hostile		0
Balron	Hostile		0

## Porcheca



Porcheca is the homeworld to the race known as Squats. The planet is just a huge rock. The Squats live in caverns under the surface of the planet. The only thing that is noticeable on the surface is a Starport.

**Type:** Terrestrial

**Climate:** Arid

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Bleak Mountains

**North Terrain:** Rock Desert

**Equit Terrain:** Rock Desert

**South Terrain:** Rock Desert

**Gravity:** Heavy

**Land Mass:** 100%

**Length of Day:** 27 standard hours

**Length of Year:** 330 local days

**Sapient Species:** Squats, Various

**Starport:** Stellar class

**Population:** 8 billion

**Planet Function:** Mining, Processing, Homeworld

**Government:** Council, Draconian Imperial

**Tech Level:** Hyperspace

**Major Exports:** crystals, raw ores, high technology

**Major Imports:** pharmaceuticals, luxury goods, foodstuff

**System/Star:** Mordian

Planets	Type	Belt	Moons
			0
			0
			0
			0

## Siashnal

Siashnal is a highly wooded jungle planet. It was once the home of a Sith Lord. The planet is covered with Sith Temples. Some of the Temples still have Sith Artifacts in them. It is believed that on this planet is where Darth Stidreck learned about the Sith.

**Type:** Terrestrial

**Climate:** Temperate

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Ice Fields

**North Terrain:** Jungle

**Equit Terrain:** Jungle

**South Terrain:** Jungle

**Gravity:** Standard

**Land Mass:** 71%

**Length of Day:** 32 standard hours

**Length of Year:** 240 local days

**Sapient Species:** None

**Starport:** None

**Population:** None

**Planet Function:** Sith Alter World

**Government:** None

**Tech Level:** None

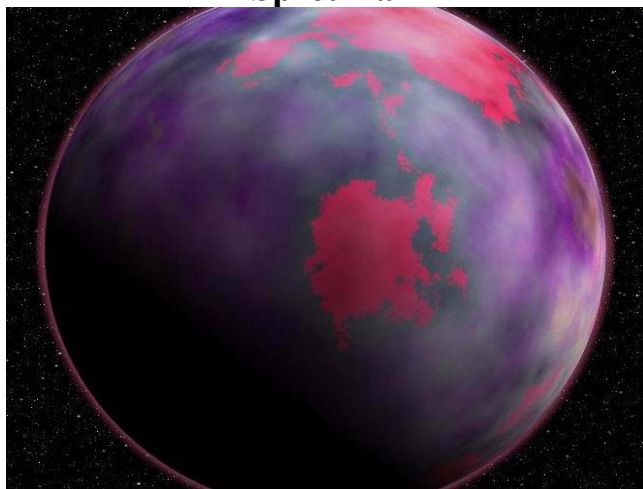
**Major Exports:** None

**Major Imports:** None

**System/Star:** Feldor

Planets	Type	Belt	Moons
Siashnal	Terrestrial		0
Bumhold	Terrestrial		2

## Sprethra



Sprethra is second planet in the C'Tala star system. It is also the home to Elflrian. This planet is very wealthy and is only apart of the Empire due to the fact that over a Millennium ago the Draconians conquered it in their big expansion age.

**Type:** Terrestrial

**Climate:** Temperate

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Ice Mountains

**North Terrain:** Barren Plains

**Equit Terrain:** Lush Forests

**South Terrain:** Oceans

**Gravity:** Standard

**Land Mass:** 45%

**Length of Day:** 22 standard hours

**Length of Year:** 240 local days

**Sapient Species:** Elflrian, Various

**Starport:** Imperial Class

**Population:** 4 million

**Planet Function:** Government, Homeworld

**Government:** Council, Draconian Imperial

**Tech Level:** Hyperspace

**Major Exports:** Wood, foodstuff

**Major Imports:** Luxury Goods, technology, weapons

**System/Star:** C'Tala

Planets	Type	Belt	Moons
Vandorn	Hostile	1	6
Sprethra	Terrestrial	5	3
Asteroid Belt	Asteroid	8	0
Nastosh	Hostile	11	3
Loth	Hostile	15	4

## Veltrim III



**Type:** Terrestrial

**Climate:** Temperate

**Atmosphere:** Type I (breathable)

**Terrain:**

**Polar Terrain:** Ice Fields

**North Terrain:** Large Mountains

**Equit Terrain:** Grass Plains

**South Terrain:** Verdant Forests

**Gravity:** Standard

**Land Mass:** 64%

**Length of Day:** 32 standard hours

**Length of Year:** 430 local days

**Sapient Species:** None

**Starport:** Landing Field

**Population:** None

**Planet Function:** Special Forces Base

**Government:** New Republic

**Tech Level:** None

**Major Exports:** None

**Major Imports:** None

**System/Star:** Veltrim

Planets	Type	Belt	Moons
Veltrim I	Hostile		0
Veltrim II	Hostile		0
Veltrim III	Terrestrial		2
Veltrim IV	Hostile		0

## Voltrim

Voltrim is not a planet but a system. It is a White Dwarf Star with no planets orbiting it. Although there are no planets in the system the Draconian Empire has erased this system form all modern star maps to place the secret shipyards for the Naquadah fleet there.

## LOCATIONS IN THE EMPIRE

### Dragonwright Shipyards

Dragonwright Shipyards is in the same system as the Draconian homeworld. This huge station (roughly 160.93 KM long by 160.93 KM wide by 80.465 KM high) orbits a light year away from the star Draco though. The station administrators try to keep it on cue with the homeworld. In order to do this though the station has to move at just below hyperspace speed. In order to dock at the station you have to come straight into its path and then land on a speeding object (DC 26). To take off from the station you have to drop right off the front of the station and straight down its axis (DC 25). The station is the main shipyards of the Draconian Empire. It is capable of docking 1000 Wyvern-class Destroyers and about 10,000 support ships at one time. The population of the station is roughly 5 million to 1 billion. The station is also the home of the Draconian Naval Academy, and the Draconian Fleet Headquarters. The station has enough firepower to take out an armada of ships, and in the millenniums the station has existed it has never been boarded by hostile forces.

**Craft:** Dragonwright Shipyards

**Class:** Station

**Cost:** Not available for sale

**Size:** Super Colossal (160.93km length)

**Initiative:** -6 (+2 crew, -8 size)

**Crew:** 600,000 (Normal +2)

**Passengers:** 1 billion

**Cargo Capacity:** 1,000,000 metric tons

**Consumables:** Unlimited

**Hyperdrive:** None

**Maximum Speed:** Docking

**Maneuvers:** -7 (-9 size, +2 crew)

**Defense:** 12 (-8 size, +10 armor)

**Hull Points:** 10,000

**Shield Points:** 1,500 **DR:** 40

**Weapons:**

10,000 Turbolaser Batteries

**Fire Arc:** 625 batteries front in each direction

**Attack Bonus:** +1 (-9 size, +2 crew, +8 fire

control)

**Damage:** 4d10x5

**Range Modifiers:** PB -6, S -4, M -2, L +0

50,000 Laser Cannons

**Fire Arc:** 12,500 cannons in each direction

**Attack Bonus:** +2 (-8 size, +2 crew, +8 fire

control)

**Damage:** 4d10x2

**Range Modifiers:** PB +0, S -2, M/L N/A

### Keep, The

The Keep is a colossal sized space station that has been dug out of an Asteroid. This station is a hang out for all sorts of pirates, smugglers, and criminals. The Draconian Empire puts up with the station only because they can keep a tab on all the criminal activities that are going on in the Empire that way. They do keep a garrison of Draconian Dragoons aboard the station to keep the peace. The Keep can fit eight corvette sized ships, but with a standard repair crew, only four can be repaired at once. However, this is usually more than enough for the needs of a typical deep space operations. The Keep is also equipped with turbolaser and laser cannons, which assist local fighter squadrons with defense operations. With these weapons, plus their strong hull and shields, The Keep can hold out against any attack. Voarn Dorn's Shipyard is also based at this station. Voarn will build and customize any type of ship you want. The Draconian Empire hosts their Starfighter Academy on the station.

**Craft:** Asteroid NX-159435 "The Keep"

**Class:** Station

**Cost:** Not available for sale

**Size:** Colossal (5265m length)

**Initiative:** -6 (+2 crew, -8 size)

**Crew:** 3,790 (Normal +2)

**Passengers:** 25,520

**Cargo Capacity:** 200,000 metric tons

**Consumables:** 3 years

**Hyperdrive:** None

**Maximum Speed:** Docking (Poor, 1)

**Maneuvers:** -6 (-8 size, +2 crew)

**Defense:** 12 (-8 size, +10 armor)

**Hull Points:** 1060

**Shield Points:** 300 **DR:** 35

**Weapons:**

40 Turbolaser Turrets

**Fire Arc:** Turret

**Attack Bonus:** +0 (-8 size, +2 crew, +6 fire control)

**Damage:** 4d10x5

**Range Modifiers:** PB -6, S -4, M -2, L +0

32 Laser Cannons

**Fire Arc:** 8 front, 8 left, 8 back, 8 right

**Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control)

**Damage:** 4d10x2

**Range Modifiers:** PB +0, S -2, M/L N/A

### Temple of Light, The

The Temple of Light is the base of operations for the Jedi in the Draconian Empire. It is also the home



of Ra'Jhan Ga'Slanor's Ghost Rider Squadron. The Temple of Light has a hangar bay large enough for Crusader Starfighters and at least one Medium size craft. Each Crusader could be substituted by two Tiny-sized starfighters or four Diminutive-sized starfighters.

**Craft:** Modified Fortified Asteroid

**Class:** Station

**Cost:** n/a

**Size:** Huge (Small space station, varies in diameter, usually 300 - 400 meters)

**Initiative:** +0 (-2 size, +2 crew)

**Crew:** Normal +2 (100 crew, 8 gunners)

**Passengers:** 250

**Cargo Capacity:** Varies, usually 200 - 600 metric tons

**Consumables:** 6 months

**Maximum Speed:** n/a \*

**Maneuver:** n/a \*

**Defense:** 14 (+10 armor, -2 size, -4 speed\*)

**Shield Points:** 400      **DR:** 40\*\*

**Hull Points:** 400

**Weapons:**

6 Double laser cannon (point defense)

**Fire Arc:** 2 front, 1 left, 1 right, 2 back

**Attack Bonus:** +4 (+0 size, +0 crew, +4 fire control)

**Damage:** 4d10x2

**Max Range:** Point Blank

2 Turbolasers

**Fire Arc:** 1 turret, 1 front/left/right

**Attack Bonus:** +2 (-2 size, +0 crew, +4 fire control)

**Damage:** 3d10x5

**Max Range:** Medium

Proton torpedo launcher

**Fire Arc:** Front

**Damage:** 9d10x2

**Missile Quality:** Ordinary (+10)

\* Fortified asteroids have no ion engines and cannot move or make any Pilot rolls.

\*\* These shields apply in the front fire arc only. Attacks against the left, right, or aft fire arcs apply damage against Hull Points, bypassing Shield Points entirely.

## CHARACTERS IN THE EMPIRE

### DRACONIAN EMPIRE

#### Aphrodite Emperor's Hand



**Female; Human; Scoundrel 6/Emperors Hand 2; Init +7 (+3 Dex, +4 Improved Initiative); Defense +19 (+6 class, +3 Dex); Spd 10 m; VP/WP 60/12; Atk+8 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +4/+4 ranged (3d6/20, Blaster pistol with Multifire, range 10 m); SQ Illicit barter, Lucky (2/day), Precise attack +1; SV Fort +5, Ref +11, Will +5; SZ M; FP 3; DSP 4; Rep 1; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 16, Challenge Code D.**

**Skills:** Astrogate+6, Bluff+11, Computer Use+6, Demolitions+6, Diplomacy+6, Disable Device+9, Disguise+9, Gather Information+8, Hide+13, Intimidate+11, Jump+5, Listen+5, Move Silently+11, Pilot+10, Sleight of Hand+7, Spot+7, Survival+6, Tumble+6

**Force Skills:** Affect Mind +9, Enhance Ability +6

**Feats:** Alertness, Force Sensitive, Improved Initiative, Point Blank Shot, Skill Emphasis (Bluff), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

**Force Feats:** Alter.

**Era:**  

#### Ashmir Strider High Inquisitor



**Male; Human; Jedi Consular 6/Imperial Inquisitor 6; Init ±0 (±0 Dex); Defense +19 (+9 class, ±0 Dex); Spd 10 m; VP/WP 120/14; Atk +11 melee (3d8+1/19-20, Lightsaber); SQ Authority, Deflect (attack -4), Deflect (defense +3), Deflect (extend defense and attack), Favored Enemy (Jedi), Increased lightsaber damage (4d8), High Inquisitor, Resource Access; SV Fort +12, Ref +6, Will +12; SZ M; FP 7; DSP 18; Rep 4; Str 12, Dex 11, Con 14, Int 16, Wis 14, Cha 18, Challenge Code E.**

**Skills:** Bluff+12, Craft (lightsaber)+7, Diplomacy+10, Gather Information+10, Intimidate+13, Knowledge (Jedi lore)+9, Knowledge (Sith lore)+9, Listen+6, Search+7, Spot+6, Treat Injury+6.

**Force Skills:** Affect Mind+9, Drain Energy+10, Empathy+7, Farseeing+7, Fear+7, Force Defense+9, Force Grip+7, Force Strike+7, Heal Self+10, Move Object+6, See Force+6, Telepathy+6.

**Feats:** Exotic Weapon Proficiency (Lightsaber), Force Sensitive, Influence, Perfect Memory, Persuasive, Track, Weapon Focus (Lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

**Force Feats:** Alter, Attuned, Control, Dark Power, Sense

**Era:**  

#### Darth Kreig Empress

**Female Draconian; Jedi Guardian 12; Init +3; Defense 21 (+8 class, +3 Dex); Spd 10m; VP/WP 94/20; Atk +16/+11/+6 melee, +15/+10/+5 ranged; SQ Deflect (defense +2), deflect (attack -3, redirect 6/round), deflect (extend defense and attack), increase lightsaber damage +2d8, block; SV Fort +10, Ref +11, Will +6; SZ M; FP 7; DSP 18; Rep +3; STR 13, DEX 16, CON 14, INT 10, WIS 10, CHA 12; Challenge Code F**

**Equipment:** "Kym" Lightsaber, Sinister clothes

**Skills:** Climb +4, Craft (Lightsaber) +5, Jump +3, Knowledge (Jedi Lore) +3, Tumble +9

**Force Skills:** Affect Mind +7, Battlemind +6, Enhance Ability +6, Fear +5, Force Stealth +6, Heal Self +6, Move Object +6

**Feats:** Acrobatic, Combat Reflexes, Dodge, Exotic Weapon Proficiency (Lightsaber), Force-Sensitive, Power Attack, Toughness (X2), Weapon Finesse (Lightsaber), Weapon Group Proficiencies (blaster pistol, Simple Weapons)

**Force Feats:** Alter, Control, Dissipate Energy, Burst of Speed, Sense

Era:  

## Darth Stidreck

Emperor



**Male; Draconian; Noble 2/Jedi Guardian 8 (17)/Sith Lord 10; Init +8 (+4 Dex, +4 Improved Initiative); Defense +27 (+13 class, +4 Dex); Spd 10 m; VP/WP 258/18; Atk+23/+18 melee (2d8+6/18-20, Lightsaber, "kym"); SQ Claws 2d6 Damage, Deflect (attack -6), Deflect (defense +3), Deflect (extend defense and attack), Favor +1, Increased lightsaber damage (5d8), Inspire Confidence, Resource Access, Exceptional Minions; SV Fort +17, Ref +18, Will +17; SZ M; FP 10; DSP 24; Rep 7; Str 18, Dex 18, Con 18, Int 18, Wis 18, Cha 18, Challenge Code H**  
**Skills:** Astrogate +6, Computer Use +6, Craft (lightsaber) +8, Diplomacy +14, Gather Information +11, Intimidate +17, Knowledge (bureaucracy) +19, Knowledge (world lore) +9, Knowledge (Jedi lore) +17, Knowledge (Sith lore) +17, Listen +13, Pilot +7, Repair

+6, Search +11, Sense Motive +7, Spot +11, Survival +7

**Force Skills:** Affect Mind +10, Battlemind +10, Drain Energy +11, Empathy +11, Enhance Senses +11, Farseeing +11, Fear +18, Force Defense +11, Force Grip +13, Force Lightning +13, Force Strike +10, Heal Self +10, Illusion +10, Move Object +9, See Force +10, Telepathy +10

**Feats:** Combat Reflexes, Exotic Weapon Proficiency (Lightsaber), Force Sensitive, Improved Initiative, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons)

**Force Feats:** Alter, Attuned, Control, Focus, Force Mastery, Hatred, Knight Defense, Lightsaber Defense, Master Defense, Mind Trick, Rage, Sense

Era:  

## Dragoons



The typical Dragoon is a dangerous foe and not to be underestimated. Although lacking the flexibility to perform most duties, the Dragoon fresh out of drop camp excels at carrying out a frontal assault. While Dragoon casualties may be high, Dragoons' opponents usually value their lives more than victory and break in the face of the Dragoons' sustained attack.

Era:     

**Draconian; Male Draconian; Thug 1/Draagoon 3; Init +0; Defense 13 (+3 class); Spd 8m; VP/WP -/15; Atk +5 melee (1d3+1, unarmed) or +5 or +1/+1 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 7 armor, Immunities, Increased Cooperation; SV Fort +5/+7 (against hostile environments); Ref +1, Will +0; SZ M; FP 0; DSP 1; Rep +3\*; STR 12, DEX 11, CON 12, INT 10, WIS 10, CHA 10; Challenge Code B**

**Equipment:** Dragoon armor, blaster rifle, 3 grenades (2 Frag, 1 stun), utility belt

**Skills:** Climb +1, Command +2, Diplomacy -4, Gather Information +4, Hide -2, Intimidate +4/+7\*, Jump +1, Knowledge (military) +4, Listen +2, Move Silently -2, Profession (Dragoon) +4, Spot +2

**Feats:** Armor Proficiency (light, medium), Infamy, Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, plasma rifles)

The Dragoon below is a survivor of several deployments and light-fights.

**Veteran Dragoon; Male Draconian; Thug 1/Draagoon 7; Init +1 (+1 Dex); Defense 16 (+5 class, +1 Dex); Spd 10m; VP/WP -/15; Atk +9/+4 melee (1d3+1, unarmed) or +9/+4 or +5/+5/+0 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 7 armor, Immunities, Increased Cooperation, Run (limited); SV Fort +9/+11 (against hostile environments); Ref +3; Will +2; SZ M; FP 0; DSP 3; Rep +4\*; STR 12, DEX 12, CON 12, INT 10, WIS 10, CHA 10; Challenge Code C**

**Equipment:** Dragoon armor, blaster rifle, 3 grenades (2 Frag, 1 stun), utility belt

**Skills:** Climb +1, Command +4, Diplomacy -4, Gather Information +4, Hide -2, Intimidate +5/+9\*, Jump +1, Knowledge (military) +6, Listen +2, Move Silently -2, Profession (Dragoon) +5, Spot +2

**Feats:** Armor Proficiency (light, medium), Great Fortitude, Infamy, Point Blank Shot, Toughness, Weapon Focus (blaster rifle, grenade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, plasma rifles)

The Dragoon below is an example of the typical trooper grouped together by a Grand Admiral for specific operation not quite requiring the expertise of a Shadow Dragon Platoon.

**Elite Dragoon; Male Draconian; Thug 1/Draagoon 10; Init +1 (+1 Dex); Defense 16 (+5 class, +1 Dex); Spd 10m; VP/WP -/18; Atk +12/+7 melee (1d3+1, unarmed) or +12/+7 or +8/+8/+3/-2 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 7 armor, Immunities, Increased Cooperation, Run (limited); SV Fort +9/+11 (against hostile environments); Ref +3, Will +3; SZ M; FP 0; DSP 4; Rep +5\*; STR 12, DEX 12, CON 12, INT 10, WIS 10, CHA 10; Challenge Code D**

**Equipment:** Dragoon armor, blaster rifle, 3 grenades (2 Frag, 1 stun), utility belt

**Skills:** Climb +2, Command +6, Diplomacy -5, Gather Information +5, Hide -2, Intimidate +6/+11\*, Jump +2, Knowledge (military) +8, Listen +2, Move Silently -2, Profession (Dragoon) +8, Spot +2

**Feats:** Armor Familiarity, Armor Proficiency (light, medium), Dodge, Great Fortitude, Infamy, Point Blank Shot, Toughness (X2), Weapon Focus (blaster rifle, grenade), Weapon Group Proficiencies (blaster pistols,

blaster rifles, heavy weapons, simple weapons, plasma rifles)

## Dragoon Officers

The company-grade Dragoon officer below would be found commanding a company or special detachment.

**Era:** 

**Dragoon Officer; Male Draconian; Thug 1/Draagoon 6/Officer 1; Init +1 (+1 Dex); Defense 16 (+5 class, +1 Dex); Spd 8m; VP/WP 11/15; Atk +9/+4 melee (1d3+1, unarmed) or +9/+4 or +5/+5/+0 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 7 armor, Immunities, Increased Cooperation, Leadership; SV Fort +7/+9 (against hostile environments); Ref +4, Will +2; SZ M; FP 0; DSP 3; Rep +4\*; STR 12, DEX 12, CON 12, INT 12, WIS 10, CHA 12; Challenge Code C**

**Equipment:** Dragoon armor, blaster rifle, 3 grenades (2 Frag, 1 stun), utility belt

**Skills:** Climb +1, Command +9\*, Diplomacy -3, Gather Information +5, Hide -2, Intimidate +5/+9\*, Jump +1, Knowledge (tactics) +8, Knowledge (Military) +8, Listen +2, Move Silently -2, Profession (Dragoon) +8, Search +2, Spot +4

**Feats:** Armor Proficiency (light, medium), Dodge, Great Fortitude, Infamy, Point Blank Shot, Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons)

The next level of Dragoon Officer is the deadly, experienced Battalion Commander. Hardened by years of fighting, this veteran soldier is primed to carry out any mission the Emperor orders...or lead his men to the death in the attempt.

**Battalion Commander; Male Draconian; Thug 1/Draagoon 6/Officer 5; Init +1 (+1 Dex); Defense 18 (+7 class, +1 Dex); Spd 8m; VP/WP 37/19; Atk +13/+8/+3 melee (1d3+1, unarmed) or +13/+8/+3 or +9/+9/+4/-1 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 7 armor, Immunities, Increased Cooperation, Leadership, Requisition Supplies, Run (limited), Tactics; SV Fort +9/+11 (against hostile environments); Ref +6, Will +3; SZ M; FP 0; DSP 7; Rep +5\*; STR 12, DEX 12, CON 13, INT 10, WIS 10, CHA 12; Challenge Code E**

**Equipment:** Dragoon armor, blaster rifle, 3 grenades (2 Frag, 1 stun), utility belt

**Skills:** Climb +1, Command +13\*, Diplomacy -4, Gather Information +6, Hide -2, Intimidate +9/+14\*, Jump +1, Knowledge (tactics) +11, Knowledge (military) +12, Listen +2, Move Silently -2, Profession (Dragoon) +12, Search +2, Spot +8

**Feats:** Armor Proficiency (light, medium), Dodge, Great Fortitude, Infamy, Point Blank Shot, Skill Emphasis (Command), Toughness (X2), Weapon Focus (blaster rifle, grenade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons)



At the top of the Dragoon chain-of-command is the Legion Commander. This individual is rarely encountered in the field; anyone unfortunate enough to be in the path of a Legion Commander is unlikely to survive the experience.

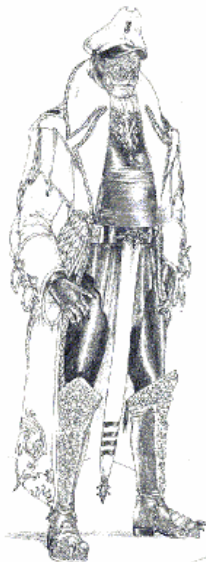
**Legion Commander; Male Draconian; Thug 1/Dragoon 6/Officer 9; Init +1 (+1 Dex); Defense 21 (+10 class, +1 Dex); Spd 8m; VP/WP 75/20; Atk +13/+8/+3 melee (1d3+1, unarmed) or +13/+8/+3 or +9/+9/+4/-1 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 7 armor, Immunities, Increased Cooperation, Leadership, Run (limited), Fanaticism, Improved Tactics; SV Fort +11/+13 (against hostile environments); Ref +7, Will +4; SZ M; FP 0; DSP 9; Rep +6\*; STR 12, DEX 12, CON 14, INT 12, WIS 10, CHA 12; Challenge Code E**

**Equipment:** Dragoon armor, blaster rifle, 3 grenades (2 Frag, 1 stun), utility belt

**Skills:** Climb +1, Command +16\*, Diplomacy -5, Gather Information +7, Hide -2, Intimidate +11/+17\*, Jump +1, Knowledge (tactics) +14, Knowledge (military) +15, Listen +2, Move Silently -2, Profession (Dragoon) +15, Search +2, Sense Motive +2, Spot +10

**Feats:** Armor Proficiency (light, medium), Dodge, Great Fortitude, Heroic Surge, Infamy, Point Blank Shot, Quickness, Skill Emphasis (Command), Toughness (X2), Weapon Focus (blaster rifle, hand grenade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons)

## Fleet Officer



The lowest-level fleet officer has just graduated from the academy, and at best has command of a patrol ship or escort vessel. He hasn't distinguished himself, but may well have a more powerful officer as a patron,

gently nurturing his career and watching to see if he deserves a greater command.

**Era:**

**Low-Level Fleet Officer; Male Draconian; Noble 2/Soldier 2; Init +6; Defense 16; Spd 10m; VP/WP 22/12; Atk +2 melee (1d3+1, unarmed) or +5 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ Bonus class skill (Astrogate), Call in a favor, inspire confidence +1; SV Fort +4; Ref +4, Will +4; SZ M; FP 0; DSP 0; Rep +4; STR 9, DEX 14, CON 12, INT 10, WIS 13, CHA 15; Challenge Code A**

**Equipment:** Immaculate uniform, polished boots, multichannel comlink, Datapad, code cylinder

**Skills:** Astrogate +6, Bluff +4, Computer Use +3, Diplomacy +7, Knowledge (Bureaucracy) +7, Knowledge (military) +6, Pilot +10, Sense Motive +6

**Feats:** Starship Operation (Capital Ship), Improved Initiative, Spacer, Weapon Group Proficiencies (Simple, Blaster pistol, blaster rifle, heavy, vibro), Armor Proficiencies (light, medium)

The mid-level fleet officer has proven himself in combat. He probably commands a mid-sized warship, although he's probably not trusted with a Battle cruiser yet. He may be in command of a small fleet of escort or support vessels. He has a loyal following of crew members who move with him from ship to ship, and has caught the notice of his superiors. He has also begun dabbling in military politics, whether he wishes to or not. Some higher ranked commanders encourage him, while others see him as a threat to their own authority.

**Mid-Level Fleet Officer; Male Draconian; Noble 4/Soldier 2/Naval Officer 2; Init +6; Defense 18; Spd 10m; VP/WP 40/12; Atk +6 melee (1d3+1, unarmed) or +8 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ Bonus class skill (Astrogate), Call in a favor +1, inspire confidence +1, Command +2, Enhance Crew +1; SV Fort +7; Ref +6, Will +8; SZ M; FP 1; DSP 0; Rep +9; STR 10, DEX 14, CON 12, INT 10, WIS 13, CHA 16; Challenge Code B**

**Equipment:** Immaculate uniform, polished boots, multichannel comlink, Datapad, code cylinder

**Skills:** Astrogate +8, Bluff +8, Computer Use +5, Diplomacy +12, Knowledge (Bureaucracy) +7, Knowledge (military) +9, Pilot +12, Sense Motive +10

**Feats:** Fame, Starship Operation (Capital Ship), Improved Initiative, Spacer, Weapon Group Proficiencies (Simple, Blaster pistol, blaster rifle, heavy, vibro), Armor Proficiencies (light, medium)

The highest-level fleet officer is in command of at least a major starship and may have a dozen ships under his control. Enemies and allies may recognize his name, and he has engaged in dozens of major space conflicts. Thousands of crew members are more loyal to him than their navy, and would rebel with him if he asked it. Mare

than simply a captain, he has become a political force able to swing the fate of whole star systems.

**High-Level Fleet Officer; Male Draconian; Noble 4/Soldier 2/Naval Officer 6; Init +6; Defense 19; Spd 10m; VP/WP 58/12; Atk +9 melee (1d3+1, unarmed) or +11 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ Bonus class skill (Astrogate), Call in a favor +1, inspire confidence +1, Command +2, Enhance Crew +3, Enhance Fleet +1; SV Fort +8; Ref +7, Will +10; SZ M; FP 2; DSP 0; Rep +11; STR 10, DEX 14, CON 12, INT 10, WIS 13, CHA 16; Challenge Code C**

**Equipment:** Immaculate uniform, polished boots, multichannel comlink, Datapad, code cylinder  
**Skills:** Astrogate +10, Bluff +10, Computer Use +5, Diplomacy +17, Knowledge (Bureaucracy) +10, Knowledge (military) +9, Pilot +13, Sense Motive +19  
**Feats:** Fame, Skill Emphasis (Sense Motive) Skill Emphasis (Diplomacy), Starship Operation (Capital Ship), Improved Initiative, Spacer, Weapon Group Proficiencies (Simple, Blaster pistol, blaster rifle, heavy, vibro), Armor Proficiencies (light, medium)

### Galvin Normack Chief Dark Side Avatar



**Male; Delarian; Scoundrel 3/Jedi Guardian 6/Dark Side Marauder 8; Init +9 (+5 Dex, +4 Improved Initiative); Defense +24 (+10 class, +4 Dex); Spd 10 m; VP/WP 175/13; Atk+19/+14/+9/+4/+15 melee (3d8+2/19-20, Lightsaber, double) or +17/+12/+7/+2 ranged (3d8+2/19-20, Lightsaber, double); SQ +2 Search, +2 Listen, +2 Spot, +2 Will, Deflect (attack -4), Deflect (defense +1), Deflect (extend defense and attack), Illicit barter, Increased lightsaber damage (3d8), Lucky (1/day), Precise attack +1; SV Fort +13, Ref +19, Will +8; SZ M; FP 6; DSP 12; Rep 6; Str 15, Dex 20, Con 13, Int 17, Wis 15, Cha 13, Challenge Code G.**

**Equipment:** Padded flight suit (DR 2).

**Skills:** Astrogate+6, Computer Use+12, Craft (lightsaber)+7, Craft (armor)+7, Demolitions+7, Disguise+5, Escape Artist+7, Gamble+6, Gather Information+5, Hide+7, Intimidate+8, Knowledge (Jedi lore)+7, Knowledge (Sith lore)+7, Knowledge (tactics)+7, Listen+6, Pilot+13, Profession (military officer)+4, Repair+5, Search+5, Spot+5, Survival+5.

**Force Skills:** Affect Mind+3, Battlemind+3, Drain Energy+8, Enhance Ability+4, Enhance Senses+4, Farseeing+6, Fear+6, Force Defense+3, Force Grip+7, Force Lightning+9, Force Stealth+5, Force Strike+6, Heal Self+4, Illusion+7, Move Object+7, See Force+6.

**Feats:** Armor Proficiency (light), Exotic Weapon Proficiency (Lightsaber), Exotic Weapon Proficiency (Lightsaber, double), Force Sensitive, Improved Initiative, Martial Arts, Power Attack, Two-Weapon-Fighting, Weapon Focus (Lightsaber, double), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

**Force Feats:** Alter, Burst of Speed, Control, Dark Power, Dissipate Energy, Sense.

**Era:**

### Gastrom Ragtok

**Senior General Draconian Army**

**Male; Draconian; Noble 4/Soldier 9/Officer 8; Init +7 (+3 Dex, +4 Improved Initiative); Defense +25 (+12 class, +3 Dex); Spd 10 m; VP/WP 178/16; Atk+21/+16/+11/+6 ranged (3d8/19-20 or DC 18 stun, Blaster, heavy, range 8 m) or +17/+17/+12/+7/+2 ranged (3d8/19-20, Blaster, heavy with Multifire, range 8 m) or +21/+16/+11/+6 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +17/+17/+12/+7/+2 ranged (3d6/20, Blaster pistol with Multifire, range 10 m); SQ Claws 2d6 Damage, Coordinate +1, Favor +2, Inspire Confidence, Leadership, Requisition supplies, Tactics, Uncanny survival; SV Fort +13, Ref +12, Will +16; SZ M; FP 6; Rep 8; Str 17, Dex 17, Con 15, Int 21, Wis 20, Cha 16, Challenge Code H.**

**Equipment:** Dragoon Battle armor (DR 7).

**Skills:** Craft (armor)+18, Craft (heavy weapons)+16, Craft (vibro weapons)+15, Demolitions+14, Diplomacy+9, Entertain (storytelling)+10, Gamble+13, Gather Information+13, Hide+11, Intimidate+15, Knowledge (tactics)+15, Knowledge (world lore)+11, Listen+12, Profession (military officer)+12, Profession (doctor)+11, Repair+13, Ride+10, Search+14, Sense Motive+17, Spot+8, Survival+12, Treat Injury+15.

**Feats:** Ambidexterity, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Endurance, Frightful Presence, Heroic Surge, Improved Critical (Blaster, heavy), Improved Initiative, Skill Emphasis (Knowledge (tactics)), Weapon Group Proficiency (blaster pistols),

Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Era:    

## Gladril Norghide

Grand Admiral Draconian Fleet, Ruler House of War



**Male; Draconian; Soldier 5/Traditional Kym-nark-mar 10/Officer 10; Init** +8 (+4 Dex, +4 Improved Initiative); **Defense** +29 (+15 class, +4 Dex); **Spd** 10 m; **VP/WP** 285/18; **Atk** +23/+18/+13/+8 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +19/+19/+14/+9/+4 ranged (3d6/20, Blaster pistol with Multifire, range 10 m) or +19/+14/+9/+4 melee (2d6+6/19-20, "Kym" sword); **SQ** Claws 2d6 Damage, Comprehend speech, Guardians Guidance, Force weapon +1d8, Leadership, Requisition supplies, Tactics; **SV Fort** +18, **Ref** +15, **Will** +18; **SZ** M; **Rep** 8; **Str** 18, **Dex** 19, **Con** 18, **Int** 19, **Wis** 19, **Cha** 14, **Challenge Code** J.

**Equipment:** Padded flight suit (DR 2).

**Skills:** Astrogate+11, Balance+8, Computer Use+11, Craft (capital ships)+11, Craft (starship weapons)+8, Craft (sublight drives)+8, Demolitions+9, Diplomacy+11, Disable Device+7, Disguise+6, Escape Artist+6, Gamble+7, Gather Information+9, Hide+4, Intimidate+16, Knowledge (Jedi lore)+11, Knowledge (world lore)+8, Knowledge (tactics)+8, Pilot+7, Profession (military officer)+14, Repair+12, Sense Motive+10, Spot+7, Survival+8, Treat Injury+7.

**Force Skills:** Affect Mind+10, Battlemind+11, Enhance Ability+12, Enhance Senses+10, Force Defense+8, Force Stealth+7, Heal Another+8, Heal Self+8, Illusion+10, Move Object+11, See Force+13, Telepathy+10.

**Feats:** Armor Proficiency (light), Combat Reflexes, Exotic Weapon Proficiency ("Kym" sword), Force Sensitive, Improved Initiative, Improved Martial Arts, Influence, Martial Arts, Quick Draw, Skill Emphasis (Diplomacy), Skill Emphasis (Intimidate), Spacer,

Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (primitive weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (starship weapons), Weapon Group Proficiency (vibro weapons)

**Force Feats:** Alter, Attuned, Control, Dissipate Energy, Mind Trick, Sense.

Era:  

## Ragtok Zaran

Dark Side Avatar



**Male; Draconian Soldier 4/Traditional Kym-nark-mar 1; Init** +1 (+1 Dex); **Defense** +16 (+5 class, +1 Dex); **Spd** 10 m; **VP/WP** 68/10; **Atk** +8 melee (2d6+6/18-20, Kym sword); **SQ** Claws 2d6 Damage; **SV Fort** +9, **Ref** +3, **Will** +4; **SZ** M; **Rep** 1; **Str** 18, **Dex** 12, **Con** 18, **Int** 12, **Wis** 12, **Cha** 10, **Challenge Code** C

**Equipment:** Padded flight suit (DR 2)

**Skills:** Astrogate+3, Computer Use+3, Craft ("kym" sword)+3, Gather Information+1, Intimidate+3, Pilot+5, Profession (military officer)+2, Survival+3.

**Force Skills:** Affect Mind+2, Force Grip+4, Force Lightning+4, Force Strike+3, Move Object+3

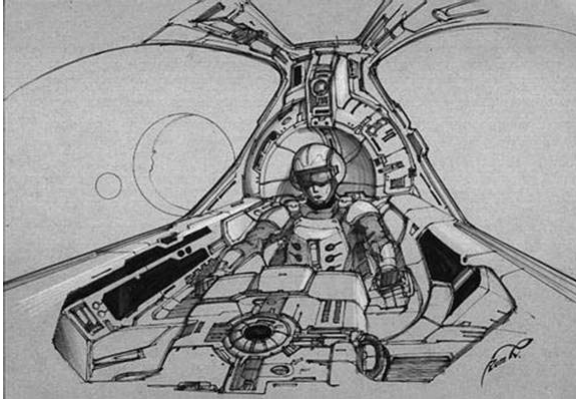
**Feats:** Armor Proficiency (light), Blind-Fight, Exotic Weapon Proficiency (Kym sword), Force Sensitive, Martial Arts, Power Attack, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (primitive weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons)

**Force Feats:** Alter

Era: 



## Serpent Rider



The Novice Serpent Rider is an accomplished pilot who has not yet mastered the art of war.

**Novice Serpent Rider; Male Draconian; Soldier 4; Init +7, Defense 17, DR 2, Spd 10m, VP/WP 30/12; Atk +5 melee or +7 ranged; SQ Starship defense +5, familiarity +3, starship evasion; SV Fort +5, Ref +4, Will +0; FP 1; DSP 0; Rep +1; Str 13, Dex 16, Con 12, Int 14, Wis 8, Cha 10, Challenge Code C**

**Equipment:** Dragon Hide Armor, Blaster pistol, field kit  
**Skills:** Astrogate +9, Computer Use +8, Demolitions +6, Knowledge (world Lore) +7, Pilot +13, Repair +7, Spot +3, Treat Injury +3

**Feats:** Armor Proficiencies (light), Heroic Surge, Improved Initiative, Point Blank Shot, Skill Emphasis (Pilot), Starship operation (starfighter), Weapon Focus (blaster Pistol), Weapon Group Proficiencies (blaster Pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

The Veteran Serpent Rider is truly a rare breed: the survivor of many battles who has honed his skill. The type of fighter this ace prefers to fly functions like an extension of his being.

**Veteran Serpent Rider; Male Draconian; Soldier 6/Starship Ace 6; Init +8, Defense 24, DR 2, Spd 10m, VP/WP 76/12; Atk +11/+6 melee or +14/+9 ranged; SQ Starship defense +5, familiarity +3, starship evasion; SV Fort +9, Ref +11, Will +4; FP 3; DSP 0; Rep +5; Str 13, Dex 18, Con 12, Int 14, Wis 8, Cha 10, Challenge Code E**

**Equipment:** Dragon Hide Armor, Blaster pistol, field kit  
**Skills:** Astrogate +18, Computer Use +15, Demolitions +11, Knowledge (world Lore) +13, Pilot +20, Repair +14, Spot +8, Treat Injury +7

**Feats:** Armor Proficiencies (light), Heroic Surge, Improved Initiative, Point Blank Shot, Rapid Shot, Spacer, Starship Dodge, Starship operation (starfighter), Weapon Focus (blaster Pistol), Weapon Group Proficiencies (blaster Pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Era: 

## Shadow Dragon



Only slightly less deadly than the Royal Guardsman is the dreaded Shadow Dragon--the only branch of Dragoons trained for special operations work. Every single Shadow Dragon is a deadly trooper in his own right and truly a cut above his Dragoon brethren. The highest honor is to be selected for Royal Guardsman training; running a slight second is selection for the Shadow Dragon corps.

**Storm Commando; Male Draconian; Soldier 4/Scoundrel 3/Infiltrator 3; Init +3 (+3 Dex); Defense 20 (+7 class, +3 Dex); Spd 10m; VP/WP 65/15; Atk +10/+5 (1d6+2/20, unarmed) melee or +11/+6 or +7/+7/+2 (3d8/19-20 or DC 18 stun, blaster rifle) ranged; SQ DR 9 armor, Precise Attack +1, Lucky (1/day), Advanced Preparations#, Skill Mastery, Covert Movement (full speed), Sneak Attack +1d6, Infamy, Run (limited); SV Fort +9/+11 (against hostile environments); Ref +10, Will +4; SZ M; FP 1; DSP 5; Rep +6\*; STR 14, DEX 16, CON 15, INT 10, WIS 10, CHA 10; Challenge Code F** (# For stats on Advanced Preparations, see Prowler Archetype in *Hero's Guide*)

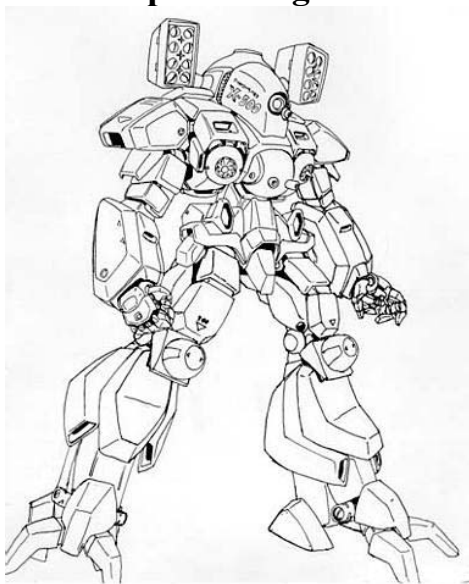
**Equipment:** Shadow Dragon armor, blaster rifle, blaster pistol, 6 grenades (4 Frag, 1 stun, 1 smoke), utility belt  
**Skills:** Balance +7, Climb +5, Computer Use +2, Demolitions +6, Disable Device +4, Hide +11, Intimidate +11\*, Jump +4, Knowledge (military) +6, Knowledge (tactics) +6, Listen +6, Move Silently +11, Pilot +8, Profession (Dragoon) +5, Spot +9

**Feats:** Armor Proficiency (light, medium), Immunities, K'tara, Martial Arts, Point Blank Shot, Power Attack, Precise Shot, Stealthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Era: 



## Space Dragon



Space Dragon's are used to conduct hostile boarding actions during space battles. Despite their heavy armor and firepower, Space Dragons often take enormous casualties and are only used in extreme situations.

**Space Dragon; Male Draconian; Thug 1/Draagoon 6;**  
**Init** +0; **Defense** 14 (+4 class); Spd 30m/4m (walking);  
**VP/WP** -/15; **SQ** DR 7 armor, Immunities, Increased  
Cooperation; **SV Fort** +6/+12 (against hostile  
environments); **Ref** +2, **Will** +1; **SZ** M; **FP** 0; **DSP** 1;  
**Rep** +3\*; **STR** 12, **DEX** 11, **CON** 12, **INT** 10, **WIS** 10,  
**CHA** 10; **Challenge Code** F

**Equipment:** Space Dragon armor

**Skills:** Command +2, Intimidate +5/+8\*, Knowledge  
(Military) +4, Listen +2, Pilot +6, Profession (Dragoon),  
+4 Spot +2

**Feats:** Armor Proficiency (light, medium, powered,  
heavy), Infamy, Point Blank Shot, Toughness, Weapon  
Focus (blaster rifle), Weapon Group Proficiencies  
(blaster pistols, blaster rifles, heavy weapons, simple  
weapons), Zero-G Operations

**Era:** 

## Voarn Glonar

Dark Side Avatar



**Male Draconian; Soldier 4/Traditional Kym-nark-mar  
1/Dark Side Marauder 3; Init** +1 (+1 Dex); **Defense** +18  
(+7 class, +1 Dex); **Spd** 10 m; **VP/WP** 110/10; **Atk**  
+10/+5 melee (2d6+5/18-20, Kym sword); **SQ** Claws 2d6  
Damage; **SV Fort** +12, **Ref** +6, **Will** +5; **SZ** M; **DSP** 5;  
**Rep** 2; **Str** 17, **Dex** 13, **Con** 18, **Int** 12, **Wis** 12, **Cha** 10,  
**Challenge Code** D

**Equipment:** Padded flight suit (DR 2).

**Skills:** Astrogate+4, Computer Use+2, Demolitions+3,  
Intimidate+7, Knowledge (Sith lore)+4, Pilot+4,  
Profession (military officer)+5, Repair+4, Search+4,  
Survival+5.

**Force Skills:** Affect Mind+3, Drain Energy+6, Enhance  
Ability+5, Farseeing+3, Force Grip+3, Force Lightning+4,  
Force Strike+4, Move Object+3.

**Feats:** Armor Proficiency (light), Cleave, Force Sensitive,  
Great Cleave, Heroic Surge, Power Attack, Weapon Group  
Proficiency (blaster pistols), Weapon Group Proficiency  
(blaster rifles), Weapon Group Proficiency (heavy  
weapons), Weapon Group Proficiency (primitive  
weapons), Weapon Group Proficiency (simple weapons),  
Weapon Group Proficiency (vibro weapons).

**Force Feats:** Alter, Control, Rage, Sense.

**Era:** 

## Wyrn



While Dragoon units have always carried the distinction of keeping themselves free of logistical and support units, even legions need a branch dedicated to reconnaissance and patrol. Wyrn typically ride speeder bikes to fulfill their mission objectives.

**Wyrn; Male Draconian; Thug 1/Draagoon 3; Init +1; Defense 14 (+3 class, +1 Dex); Spd 8m; VP/WP -/11; Atk +5 melee (1d3+1, unarmed) or +5 or +1/+1 ranged (3d6/20 or DC 15 stun, blaster pistol); SQ DR 3 armor, Immunities, Increased Cooperation; SV Fort +4/+6 (against hostile environments); Ref +2; Will +0; SZ M; FP 0; DSP 1; Rep +3\*; STR 12, DEX 12, CON 11, INT 10, WIS 10, CHA 10; Challenge Code B**

**Equipment:** Leatherhide armor, blaster pistol, 3 grenades (2 Frag, 1 stun), utility belt

**Skills:** Climb +1, Diplomacy -3, Gather Information +3, Intimidate +4/+7\*, Hide -1, Jump +1, Knowledge (Military) 4, Listen +2, Move Silently -1, Pilot +7, Profession (Dragoon) +2, Spot +5

**Feats:** Armor Familiarity, Armor Proficiency (light and medium), Infamy, Skill Emphasis (Spot), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons)

**Era:** 

## IMPERIAL REMNANT

### Regent

Imperial Remnant Spy, Colonel



**Male Chiss; Scout 2/Scoundrel 6; Init +2 (+2 Dex); Defense +16 (+4 class, +2 Dex); Spd 6 m; VP/WP 45/10; Atk+7 ranged (3d4/20 or DC 10 stun, Blaster, hold out, range 4 m); SQ 0Illicit barter, Lucky (2/day), Precise attack +1, Trailblazing; SV Fort +4, Ref +9, Will +6; SZ M; Rep 1; Str 10, Dex 14, Con 10, Int 14, Wis 14, Cha 16, Challenge Code D**  
**Skills:** Bluff+13, Computer Use+12, Disable Device+8, Disguise+9, Forgery+10, Gather Information+16, Hide+10, Knowledge (technology)+7, Listen+15, Move Silently+10, Pilot+7, Search+6, Spot+7  
**Feats:** Alertness, Dodge, Low Profile, Martial Arts, Skill Emphasis (Gather Information), Skill Emphasis (Survival), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons)

Era: 

## JEDI

### Bareck Justicar



**Male; Human; Fringer 2/Jedi Guardian 12; Init +4** (+4 Dex); **Defense** +24 (+10 class, +4 Dex); **Spd** 10 m; **VP/WP** 192/18; **Atk**+18/+13/+8 melee (4d8+3/19-20, Lightsaber); **SQ** Barter, Deflect (attack -3), Deflect (defense +2), Deflect (extend defense and attack), Increased lightsaber damage (4d8); **SV Fort** +15, **Ref** +14, **Will** +8; **SZ** M; **FP** 16; **Rep** 3; **Str** 17, **Dex** 18, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17, **Challenge Code** F.  
**Skills:** Astrogate+6, Balance+8, Computer Use+9, Craft (lightsaber)+8, Diplomacy+5, Gather Information+5, Intimidate+5, Knowledge (Jedi lore)+9, Knowledge (history)+7, Listen+8, Move Silently+6, Pilot+11, Profession (military officer)+6, Search+9, Sense Motive+4, Spot+8, Tumble+7.  
**Force Skills:** Affect Mind+7, Battlemind+10, Empathy+6, Enhance Ability+11, Force Defense+7, Force Stealth+7, Friendship+7, Heal Another+6, Heal Self+9, Move Object+8, See Force+7, Telepathy+6.  
**Feats:** Ambidexterity, Combat Reflexes, Endurance, Exotic Weapon Proficiency (Lightsaber), Force Sensitive, Two-Weapon-Fighting, Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (primitive weapons), Weapon Group Proficiency (simple weapons).  
**Force Feats:** Alter, Attuned, Control, Force Mastery, Knight Defense, Lightsaber Defense, Sense.

**Era:**  

### Octa Ramis

A muscular woman from a high gravity world, Octa Ramis proved herself as one of the leading pilots rising within the Jedi Order during the Yuuzhan Vong

invasion. Her ideology of the Force led her to join Kyp Durrone's faction of Jedi Knights, as she participated in the Battle of Ithor. Two years into the war, she had become a full-fledged member of Kyp's Dozen, only to become frustrated with Kyp's constant tendency to get his pilots killed. During the Battle of Coruscant, Octa deserted Kyp and escaped into hyperspace. She hasn't been seen since, until recently as apart of Ra'Jhan Crusader Squadron.

**Female; Near-Human; Jedi Guardian 9; Initiative** +2 (+2 Dex); **Defense** 19 (+7 class, +2 Dex); **Spd** 10m; **VP/WP** 75/18; **Atk** +11/+6 melee (1d3+2, unarmed strike) or **Atk** +13/+8 melee (3d8+2, lightsaber); **Atk** +11/+6 ranged; **SQ:** Jedi Knight, force training, deflect (defense +2, attack -4, extend defense and attack), block; **SV Fort** +8, **SV Ref** +9, **SV Will** +4; **FP** 6; **DSP** 2; **Rep** +4; **Str** 14, **Dex** 14, **Con** 15, **Int** 12, **Wis** 10, **Cha** 12

**Equipment:** Lightsaber (turquoise)\*, Jedi robes, XJ X-wing (High Flight), R2 unit

**Skills:** Balance +18, Computer Use +5, Craft (lightsaber) +5, Intimidate +3, Jump +4, Pilot +11, Tumble +7

**Force Skills:** Affect Mind +5, Battlemind +8, Enhance Ability +6, Force Defense +4, Force Stealth +3, Force Strike +7, Heal Self +7, Move Object +6, Telepathy +6

**Feats:** Acrobatic, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Starship Operation (starfighters), Steady, Toughness, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple)

**Force Feats:** Alter, Attuned, Control, Force Dodge, Lightsaber Defense, Sense

**Era:**  

### Phoenix Darkstar

**Male; Human; Jedi Consular 4/Force Warrior 2/Jedi Weapon Master 6/Jedi Master 4; IM** 4 (+4 Dex); **Def** 26 (12 defense, +4 Dex); **Spd** 10m; **VP/WP** 106/17; **Atk** 18/13/8 melee (damage 1d4+3+1d6, crit 19-20, unarmed), 22/17/12 (damage 5d8+3, crit 18-20, lightsaber), 17/17/12/12/7 (damage 5d8+3, crit 18-20, double bladed or two lightsaber(s), 19 ranged; **SQ** Darkstars get the following modifiers +2 Battlemind, -2 Empathy and the force-sensitive feat free; Darkstar Bloodline; deflect (defense +2, attack -3); extend defense and attack; force secret (+2 Battlemind), Martial Arts Kata; Rapid Strike; Uncanny Dodge; **SV Fort** +16, **Ref** +14, **Will** +15; **SZ** M; **FP** 10; **Rep** 12, **Str** 16, **Dex** 19, **Con** 17, **Int** 17, **Wis** 16, **Cha** 15

**Equipment:** Twin connectable Lightsabers, Jedi Robes.

**Skills:** Balance +8, Bluff +7, Computer Use +6, Craft: Lightsaber +10, Escape Artist +6, Jump +10, Knowledge: Jedi Lore +12, Knowledge: Sith Lore +12, Pilot +10, Profession: Archaeologist +8, Read/Write Basic, Read/Write Sith, Speak Basic, Speak Hutttese, Speak Rodese, Speak Ryl, Speak Sith, Tumble +10.

**Force Skills:** Affect Mind +12, Battlemind +24, Enhance Ability +17, Enhance Senses +8, Farseeing +8, Force



Defense +12, Force Strike +8, Heal Another +8, Heal Self +9, Move Object +8, See Force +9, Telepathy +6.  
**Feats:** Ambidexterity, Combat Expertise, Exotic Weapon Proficiency (Double bladed lightsaber), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Improved Two-Weapon Fighting, Martial Arts, Starship Operation (Starfighter), Teras Kasi, Two-Weapon Fighting, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group: Simple, Weapon Group: Blaster Pistols.  
**Force Feats:** Alter, Burst of Speed, Control, Mettle, Sense.

Era:   

### Ra'Jhan Ga'Slanor Jedi Ace, Fighter Pilot



**Male, Farghul; Soldier 3/Jedi Guardian 9/Jedi Ace 5;**  
**Init** +8 (+4 Dex, +4 Improved Initiative); **Defense** +26 (+12 class, +4 Dex); **Spd** 10 m; **VP/WP** 194/15;  
**Atk**+19/+14/+9 melee (3d8+3/19-20, Lightsaber, personal) or +19/+14/+9 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +15/+15/+10/+5 ranged (3d6/20, Blaster pistol with Multifire, range 10 m) or +18/+13/+8 melee (1d4+3/20, Knife, range 2 m); **SQ** Prehensile Tail, Deflect (attack -4), Deflect (defense +2), Deflect (extend defense and attack), Familiarity +1, Increased Lightsaber damage (3d8), Starfighter defense, Starfighter evasion, Starship focus, Target bonus +1; **SV Fort** +14, **Ref** +15, **Will** +9; **SZ** M; **FP** 14; **DSP** 2; **Rep** 6; **Str** 17, **Dex** 19, **Con** 15, **Int** 14, **Wis** 13, **Cha** 13,  
**Challenge Code** G  
**Equipment:** Jedi Battle armor (DR 6), All-temperature

cloak, Aquata Breather, Ceremonial clothing, Comlink, Datapad, Field kit, Utility Belt

**Skills:** Astrogate+11, Craft (Lightsaber)+6, Craft (Jedi armor)+5, Craft (starfighters)+7, Craft (space transports)+4, Diplomacy+2, Gather Information+3, Handle Animal+3, Intimidate+6, Knowledge (Jedi lore)+6, Knowledge (Sith lore)+7, Listen+7, Pilot+18, Repair+8, Search+6, Spot+5, Treat Injury+5

**Force Skills:** Affect Mind+3, Battlemind+4, Empathy+3, Enhance Ability+5, Enhance Senses+2, Farseeing+2, Force Defense+2, Force Stealth+3, Heal Self+5, Move Object+4, See Force+5

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Exotic Weapon Proficiency (Lightsaber), Force Sensitive, Improved Initiative, Martial Arts, Skill Emphasis (Pilot), Starship Operation (space transport), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (starship weapons), Weapon Group Proficiency (vibro weapons)

**Force Feats:** Alter, Attuned, Control, Lightsaber Defense, Sense, Force Dodge

Era:  

## NEW REPUBLIC

### Anakin Skywalker

Admiral New Republic Navy in Charge of Draconian Sector

**Male; Human; Fringer 1/Jedi Guardian 11/Sith Lord 6/ Officer 2; Init +3; Defense +28 (+15 class, +3 Dex); Spd 10 m; VP/WP 122/27; Atk +23/+18/+13/+8 melee (3d8+3/19-20, Lightsaber, personal) or +21/+16/+11/+6 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m); SQ Bonus Class Skill (Repair), Deflect (Defense +2, attack, extend defense and attack), Block, Leadership; SV Fort +17, Ref +17, Will +12; SZ M; FP 14; DSP 2; Rep +11; Str 16, Dex 16, Con 17, Int 14, Wis 13, Cha 13, Challenge Code H**

**Skills:** Balance +3, Craft (Lightsaber) +5, Diplomacy +10, Intimidate +13, Knowledge (Alien Species) +4, Knowledge (Jedi Lore) +5, Knowledge (streetwise) +5, Knowledge (Sith Lore) +7, Knowledge (World Lore) +4, Pilot +10, Read/Write Basic, Read/Write Hutttese, Read/Write Sith, Repair +8, Search +7, Speak Basic, Speak Hutttese, Speak Sith, Spot +4, Survival +5, Tumble +1

**Force Skills:** Affect Mind +8, Battlemind +7, Enhance Ability +11, Farseeing +6, Fear +11, Force Defense +12, Force Grip +13, Force Strike +7, Move Object +9, See Force +8, Telepathy +12

**Feats:** Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Gearhead, Skill Emphasis (pilot), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistol, primitive weapons, simple weapons, vibro weapons)

**Force Feats:** Alter, Burst of Speed, Control, Force Whirlwind, Knight Defense, Lightsaber Defense, Malevolent, Mettle, Power Attack, Rage, Sense

**Era:**  

### Cpt. Culvert Coldstone

Captain of the Valkyrie



**Male Human; Scoundrel 8/Soldier 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense +19 (+7 class, +2 Dex); Spd 8 m; VP/WP 100/10; Atk +13/+8 ranged (3d8/18-20 or DC 18 stun, Blaster rifle, range 30 m) or +9/+9/+4 ranged (3d8/18-20, Blaster rifle with Multifire, range 30 m) or +11/+6 melee (2d6+1/20, Vibroblade); SQ Illicit barter, Lucky (2/day), Precise attack +1; SV Fort +7, Ref +9, Will +4; SZ M; Rep 6; Str 13, Dex 15, Con 12, Int 14, Wis 10, Cha 13, Challenge Code E**

**Equipment:** Battle armor, medium (DR 5)

**Skills:** Astrogate+15, Bluff+11, Computer Use+16, Craft (artificial intelligence)+12, Disable Device+12, Gather Information+10, Intimidate+16, Knowledge (alien species)+6, Knowledge (astronomy)+8, Pilot+20, Profession (military officer)+7, Profession (mechanic)+10, Repair+16, Search+11, Spot+7

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Gearhead, Headstrong, Heroic Surge, Improved Critical (Blaster rifle), Improved Initiative, Infamy, Point Blank Shot, Quick Draw, Skill Emphasis (Intimidate), Skill Emphasis (Pilot), Weapon Focus (Blaster rifle), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons)

**Era:**  

## Lazerous Arvorn

First Mate of the Valkyrie

**Male Draconian; Fringer 2/Scoundrel 2; Init** +6 (+2 Dex, +4 Improved Initiative); **Defense** +16 (+4 class, +2 Dex); **Spd** 10 m; **VP/WP** 36/10; **Atk**+4 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or ±0/±0 ranged (3d6/20, Blaster pistol with Multifire, range 10 m) or +3 melee (1d4+1/20, Knife, range 2 m); **SQ** Claws 2d6 Damage, Barter, Illicit barter, Lucky (1/day); **SV Fort** +5, **Ref** +7, **Will** ±0; **SZ** M; **Rep** 0; **Str** 12, **Dex** 15, **Con** 14, **Int** 13, **Wis** 11, **Cha** 11, **Challenge Code** C  
**Skills:** Bluff+4, Gather Information+5, Hide+5, Intimidate+3, Knowledge (streetwise)+2, Listen+6, Pilot+10, Repair+4, Search+5, Spot+7, Survival+3  
**Feats:** Alertness, Improved Initiative, Spacer, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (primitive weapons), Weapon Group Proficiency (simple weapons)

Era: 

## Seris Calbel

Astrogator/Pilot of the Valkyrie



**Female Fremen; Scoundrel 4; Init** +2 (+2 Dex); **Defense** +15 (+3 class, +2 Dex); **Spd** 10 m; **VP/WP** 28/10; **Atk**+5 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +1/+1 ranged (3d6/20, Blaster pistol with Multifire, range 10 m); **SQ** Illicit barter, Lucky (1/day), Precise attack +1; **SV Fort** +2, **Ref** +6, **Will** +2; **SZ** M; **Rep** 1; **Str** 9, **Dex** 14, **Con** 12, **Int** 14, **Wis** 12, **Cha** 14, **Challenge Code** C  
**Skills:** Appraise+9, Astrogate+10, Bluff+10, Computer Use+9, Forgery+7, Gather Information+8, Hide+8, Knowledge (business)+7, Listen+7, Pilot+8, Repair+8, Sense Motive+3, Spot+3  
**Feats:** Nimble, Skill Emphasis (Astrogate), Skill Emphasis (Bluff), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons)

Era: 

## Vincent Calbel

Chief Engineer of the Valkyrie



**Male; Human Expert 8; Init** +1 (+1 Dex); **Defense** +13 (+2 class, +1 Dex); **Spd** 10 m; **VP/WP** 0/10; **Atk**+6/+1 melee (1d4/20, Knife, range 2 m); **SV Fort** +2, **Ref** +3, **Will** +7; **SZ** M; **Rep** 0; **Str** 11, **Dex** 12, **Con** 11, **Int** 15, **Wis** 10, **Cha** 8, **Challenge Code** B  
**Skills:** Appraise+7, Computer Use+9, Craft (starship systems)+10, Craft (electronic devices)+7, Craft (droids)+7, Demolitions+7, Disable Device+7, Pilot+6, Profession (mechanic)+4, Repair+12  
**Feats:** Gearhead, Headstrong, Skill Emphasis (Craft (starship systems)), Skill Emphasis (Repair), Weapon Group Proficiency (simple weapons)

Era: 

## Col. Vladimir Skytree

Colonel of New Republic Special Operations Draconian Sector

**Male Human Soldier 10/Officer 7; Init** +7 (+3 Dex, +4 Improved Initiative); **Defense** +24 (+11 class, +3 Dex); **Spd** 10 m; **VP/WP** 192/15; **Atk**+18/+13/+8 ranged (3d6/19-20 or DC 15 stun, Blaster pistol, range 10 m) or +14/+14/+9/+4 ranged (3d6/19-20, Blaster pistol with Multifire, range 10 m); **SQ** Leadership, Requisition supplies, Tactics, Uncanny survival; **SV Fort** +14, **Ref** +10, **Will** +9; **SZ** M; **Rep** 7; **Str** 16, **Dex** 16, **Con** 16, **Int** 16, **Wis** 14, **Cha** 14, **Challenge Code** G.  
**Skills:** Balance+7, Computer Use+8, Demolitions+7, Diplomacy+11, Disable Device+7, Escape Artist+8, Gamble+7, Gather Information+10, Hide+9, Intimidate+13, Knowledge (tactics)+9, Listen+11, Move Silently+10, Pilot+7, Profession (military officer)+9, Search+11, Spot+11.  
**Feats:** Advanced Martial Arts, Alertness, Ambidexterity, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Combat Expertise, Combat Reflexes, Heroic Surge, Improved Critical (Blaster pistol), Improved Initiative, Improved Martial Arts, Influence, Martial Arts, Quick Draw, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Era: 



## OTHERS

### Astroth

#### Bounty Hunter



**Male; Human Scout 4; Init** +6 (+2 Dex, +4 Improved Initiative); **Defense** +15 (+3 class, +2 Dex); **Spd** 10 m; **VP/WP** 36/10; **Atk**+5 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +1/+1 ranged (3d6/20, Blaster pistol with Multifire, range 10 m) or +3 melee (1d4/20, Knife, range 2 m); **SQ** Heart +1, Trailblazing, Uncanny dodge (Dex bonus to Defense); **SV Fort** +3, **Ref** +4, **Will** +4; **SZ** M; **Rep** 1; **Str** 11, **Dex** 15, **Con** 12, **Int** 13, **Wis** 14, **Cha** 9, **Challenge Code** C

**Equipment:** Datapad with open bounties, guild membership badge, Landspeeder

**Skills:** Computer Use+5, Gather Information+2, Hide+8, Intimidate+2, Knowledge (alien species)+4, Listen+6, Move Silently+9, Pilot+9, Search+5, Spot+6, Survival+7

**Feats:** Endurance, Improved Initiative, Quick Draw, Track, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons)

Era:

### Ice

#### Bounty Hunter



**Female; Human Scout 4/Scoundrel 2/Bounty Hunter 6; Init** +7 (+3 Dex, +4 Improved Initiative); **Defense** +19 (+6 class, +3 Dex); **Spd** 10 m; **VP/WP** 116/10; **Atk**+13/+8 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +9/+9/+4 ranged (3d6/20, Blaster pistol with Multifire, range 10 m) or +13/+8 ranged (3d8/19-20 or DC 18 stun, Blaster rifle, range 30 m) or +9/+9/+4 ranged (3d8/19-20, Blaster rifle with Multifire, range 30 m); **SQ** Heart +1, Illicit barter, Lucky (1/day), Sneak attack +3d6, Target bonus +3, Trailblazing, Uncanny dodge (Dex bonus to Defense); **SV Fort** +6, **Ref** +11, **Will** +7; **SZ** M; **Rep** 5; **Str** 11, **Dex** 16, **Con** 12, **Int** 14, **Wis** 14, **Cha** 11, **Challenge Code** E

**Equipment:** Padded flight suit (DR 2), Landspeeder, Datapad with open bounties, guild membership badge, YT-1300

**Skills:** Astrogate+10, Bluff+10, Computer Use+17, Craft (armor)+7, Gather Information+10, Hide+13, Intimidate+9, Knowledge (alien species)+7, Listen+14, Move Silently+14, Pilot+16, Search+10, Spot+14

**Feats:** Alertness, Armor Proficiency (light), Improved Initiative, Point Blank Shot, Quick Draw, Toughness, Track, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons)

Era:

### Rosthlor Denlorn

#### Bounty Hunter



**Male; Human; Scout 4/Scoundrel 3/Bounty Hunter 1; Init** +7 (+3 Dex, +4 Improved Initiative); **Defense** +19 (+6 class, +3 Dex); **Spd** 10 m; **VP/WP** 60/10; **Atk**+9/+4 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +5/+5/+0 ranged (3d6/20, Blaster pistol with Multifire, range 10 m) or +1 ranged (3d6/20 or DC 15 stun, Blaster pistol in off hand, range 10 m); **SQ** Illicit barter, Lucky (2/day), Precise attack +2, Target bonus +1; **SV Fort** +4, **Ref** +9, **Will** +5; **SZ** M; **FP** 2; **DSP** 4; **Rep** 3; **Str** 11, **Dex** 16, **Con** 12, **Int** 13, **Wis** 14, **Cha** 10, **Challenge Code** D

**Equipment:** Padded flight suit (DR 2), Datapad with open bounties, guild membership badge



**Skills:** Astrogate+9, Balance+9, Computer Use+11, Craft (blaster pistols and rifles)+7, Gather Information+13, Hide+12, Intimidate+5, Listen+12, Move Silently+12, Pilot+14, Search+9, Spot+12  
**Feats:** Armor Proficiency (light), Improved Initiative, Quick Draw, Skill Emphasis (Gather Information), Track, Weapon Group Proficiencies (blaster pistols, simple weapons)

Era: 

intelligence)), Skill Emphasis (Craft (sublight drives)), Skill Emphasis (Craft (hyperdrives)), Skill Emphasis (Knowledge (engineering)), Skill Emphasis (Profession (engineer)), Skill Emphasis (Repair), Trustworthy, Weapon Group Proficiency (simple weapons)

Era: 

## Voarn Dorn Shipwright



**Neutral; Verpine Expert 20/Tech Specialist 20; Init** +3 (+3 Dex); **Defense** +27 (+14 class, +3 Dex); Spd 10 m; VP/WP 210/10; **SQ** Natural Armor +2, Telecommunication, Search +2 (+4 when limited to 6m), Spot +2 (+4 when limited to 6m), Gearhead; **SV Fort** +18, **Ref** +17, **Will** +26; **SZ** M; **Rep** 8; **Str** 17, **Dex** 17, **Con** 17, **Int** 23, **Wis** 22, **Cha** 19, **Challenge Code** M  
**Skills:** Appraise+15, Astrogate+15, Computer Use+15, Craft (space transports)+33, Craft (starfighters)+29, Craft (artificial intelligence)+31, Craft (sublight drives)+28, Craft (hyperdrives)+30, Diplomacy+15, Entertain (storytelling)+13, Gather Information+15, Knowledge (engineering)+26, Knowledge (physics)+17, Knowledge (technology)+23, Listen+15, Pilot+22, Profession (computer programmer)+27, Profession (engineer)+30, Profession (mechanic)+22, Repair+23, Search+15, Spot+15

**Feats:** Fame, Influence, Persuasive, Skill Emphasis (Craft (space transports)), Skill Emphasis (Craft (starfighters)), Skill Emphasis (Craft (artificial

## CREATURES OF THE EMPIRE

### Ishtanayi

The Ishtanayi (a term from the Sith language meaning "mind master") are nightmarish creatures born of the Sith alchemy. These creatures were developed by the Sith to take control of another being and essentially turn them into their puppets. The process of attaching an Ishtanayi to a host is very simple and only takes a few moments.

These little creatures are normally harmless, if they do not have a master, or if their master has died. If they are without a master, they will slowly fade out of existence, over the period of three weeks; regardless of how powerful the Ishtanayi is, unless it can find a new master. The process of find a new master is also fairly simple: the new master must have all of the force skills at higher levels and all of the force powers, and must roll against the creature's sense roll, with the master's control roll. If successful the Ishtanayi has a new master.

**Ishtanayi:** Dark Side Enslaver: Ishtanayi, Force Adept 8; Init -3 (-3 Dex); Def 15 (-3 Dex, +6 Class, +2 Size); Spd 0m; VP/WP 40/10; Atk +5/+0 ranged (by weapon), +6/+1 melee (1d2-2, punch); SQ Abominable presence, Comprehend speech, Dark Side, Force talisman +2, Force weapon +1d4, Invisible\*, Possession, Telepathy; SV Fort +4, Ref +1, Will +6; SZ T; FP: 2; DSPs: 36; Rep: +2; Str 6, Dex 5, Con 10, Int 12, Wis 10, Cha 20.

**Skills:** Bluff +10, Diplomacy +9, Disguise +9, Hide +17, Listen +5, Sense Motive +11, Spot +5

**Force Skills:** Affect Mind +19, Illusion +20, Telepathy +11

**Feats:** Force-Sensitive, Mimic, Persuasive, Skill Emphasis (Affect Mind), Stealthy, Weapons Group Proficiency (blaster pistols, primitive weapons, simple weapons)

**Force Feats:** Alter, Control, Sense

\* Invisible: Once the Ishtanayi have successfully been attached to their host they are invisible (this includes electronic scans).

**Hosting:** The target host must be subdued, and the Dark Jedi who is going to take control of the victim, must make a Will Save against the target's Will Save. The Ishtanayi must also pass the same roll, or it will be unable to attach itself to the host. The Ishtanayi must be placed on the hosts' bare back, so it can attach itself. Once the Ishtanayi has successfully attached, it gains +1 bonus to its Dark Side skills permanently.

After it has attached itself, the host's personality is essentially trapped inside the body, they are aware of what is happening around them, but are unable to do anything. If they talk, their mouth does not move, or the

words that come out are not what they said, they are what the Ishtanayi wants. The Ishtanayi's master does not have to be in contact with it all of the time, only periodically requires updates on what it is supposed to do.

### Sith Blade

The Sith blades were created during a desperate time for the Sith. They were created by the ancient Sith in an attempt to over throw the Fallen Jedi who was beginning to subjugate their civilization. It was the end of their culture, no longer would they have their mystical relationship with the Dark Side, no longer would they control countless stars and still remain hidden. The coming of the fallen Jedi marked the end, and they were thrust into countless civil wars and blamed for others blind hatred and need for revenge.

In an effort to over throw the fallen Jedi, the pure-blood Sith alchemists, in secret, created their ultimate weapon in a last effort to save them, using the Dark Side against the Dark Side. The design of the blade reflects their designer and recipient's styles. These weapons were imbued with the Dark Side of the Force and designed to kill Jedi (both Light and Dark). In their designs, they also included a bit of foresight, which doomed many of the fallen Jedi who attempted to claim them, as they are uncontrollable by any one but their masters. Constructed from a similar set of materials that the Sith Swords were created from, Sith Blades are capable of parrying Lightsabers and Sith Swords, and even capable of deflecting all but the strongest blaster bolts. To make matters worse for the Jedi, the blade also contained a reservoir of Sith poison. The most lethal part of the blade is that it is fully sentient, a living construct of the Dark Side. It travels of its own accord and only responds to its master's commands.

Physically, the Sith Blade is a small blade ranging between twenty and thirty centimeters in length. The decorations range from the rather ornate and ceremonial to the simple and functional. Their personalities are equally diverse, ranging from the embodiment of pure rage to that of a wiser and equally cunning type. These blades are ancient beyond most peoples' imaginations, only a few dozen were created and even fewer have survived to modern times. Those that have survived have usually been through a couple masters, and have wandered endlessly throughout the ages and the galaxy, and as such they seen and know quite a bit more then even they are willing to admit.

A Sith blade contains complete knowledge of the Sith civilization and carry with it all of its secrets. These

blades are aware of the process, in which they were created, but they are unable to perform the process themselves and if they find a suitable candidate they will yield some secrets. As long as one of these blades survive the ideals of the Sith pure-blood Sith will never fade. Following the creation of the Sith blade to goes insane for a period of time and will not respond to any one's commands, during this time it must be placed in a Sith blade box. The period of insanity varies from blade to blade, and is mostly dependant on the skill of the creator.

Once a blade has forged a bond with its master, it will remain by their side until either has been destroyed. If the blade is the one that survives it will slowly go mad, and ever increasingly focus on finding the one that killed its master. Once it has completed its deed, it will then hides for a time and begin a new search for another master. In combat their master can attempt to use them like a conventional weapon, but the best effect occurs when the blade is allowed to move freely and act in concerted attacks using the Force against a specific target.

#### **Sith Right of Ascension**

The Sith Right of Ascension is the process in which a Sith Blade acquires an owner. A black seamless box is presented to the owner to be. The box hovers above the ground. The perspective owner must use the Force to open the box. Once the box is open, the Sith blade confronts its new master. If the would be master is to gain control of the Sith blade, they must control the will of the blade (d20: beat the blade's Will Save with their Will save, if the new master is within 5 of the Blade's DC the blade accepts the master, but may attempt to rebel at a later and most inopportune time; d6: opposed Control rolls; if the new master is within 5 of the Blade's Control Roll the blade accepts the master, but may attempt to rebel at a later and most inopportune time). If the would be master is unable to control the blade, it will turn on him and attempt to kill him. After killing the Dark Jedi, the blade will become consumed in madness and destroy itself. The blade's madness ends when the Dark Side consumes it, and disappears in a blue fireball (4d8 or 5D damage to everything within 20 meters, equipment damage reduction is ignored).

**Sith Blade:** Force Adept 5/Dark Side Devotee 7; Init +2 (+2 Dex); Def 24 (+2 Dex, +2 size, +10 Class); Spd 20m (flying, Good); VP/WP 103/14 \*; +10/+5 melee (1d3, blade 19-20 crit., Sith poison); SQ Abominable presence, Damage Resistant, Dark Side, Dark Side Talisman +2, Force weapon +2d4, Light-side Disruption \*\*, Poison,

Telepathy; SV Fort +9, Ref +9, Will +14; SZ T; FP: 4; DSPs: 18; Rep: +4; Str 10, Dex 14, Con 14, Int 16, Wis 16, Cha 14.

**Skills:** Hide +14, Intimidate +6, Knowledge (Sith lore) +18, Listen +18, Sense Motive +15, Spot +18

**Force Skills:** \*\*\* Affect Mind +10, Battlemind +10, Fear +15, Force Defense +15, Force Grip +15, Force Stealth +15, Heal Self +10, Illusion +15, Move Object +14

**Feats:** Force-Sensitive, Iron Will, Skill Emphasis (Fear, Force Grip, Illusion), Weapons Group Proficiency (primitive weapons, simple weapons)

**Force Feats:** Alter, Control, Dissipate Energy, Force Lightning, Force Mastery, Hatred, Sense, Sith Sorcery

\* **Damage Resistant:** Sith blades are indestructible by non-Force methods, some blades cannot be destroyed by Light Side users.

\*\* **Light-side Disruption:** Any being using the Force without spending a Dark Side point suffers a +5 DC penalty for all Force skill and Force feat DCs during that attempt (those Force users with 5 or less ranks in any skill cannot use that skill, and they may not spend a Force point.)

\*\*\* All Force skills are at the level of their master or the blades natural level, which ever is higher (but only those skills which the Sith blade possesses skill ranks in).

### **Xarcon**

The Xarcon or "Steel Giants" are huge semi intelligent beasts with four arms. These huge giants were constructed with Sith Alchemy and are used as the Draconian Palace Guard. They are force sensitive and have a minor control of the force.

#### **Gargantuan Sith-creature**

**Wounds:** 19

**Vitality:** 75

**Initiative:** +0

**SPD:** 45'

**Defense:** 26 (-4 size, +20 Natural)

**Melee Attack Bonus:** +15

**Ranged Attack Bonus:** +10

**Face/Reach:** 20' by 20'/20'

**Saves:** Fort +13, Ref +4, Will +4

**Abilities:** STR 26, DEX 11, CON 19, INT 13, WIS 11, CHA 9

**Skills:** Spot +19, Listen +10, Search +22

**Feats:** Force-sensitive, Power Attack, Multiattack, Toughness, Exotic Weapon Proficiency (Sith Sword), Weapon Focus (Sith Sword)

**Weapons:** Sith Sword (+17 Attack) 2d10+8 {Can stand against a lightsaber}



## Kym-Nark-Mar: Draconian Jedi

For a thousand years before the Republic found the Draconians, and the Jedi were introduced into their society there was the Kym-nark-mar. The Kym-nark-mar is the equivalent to a Jedi Guardian or Force Adept. All their Beliefs are the same as the Jedi. There are two factions of the Kym-nark-mar: the Old style and new style Kym-nark-mar. The only difference between these two factions of the "Kym" are the Traditional (Force Adept) carry real swords with an Ostach crystal in the hilt and the Modern carry a Lightsaber.

When a Draconian opens his mind to the Force a tattoo forms around his left eye. The tattoo is actually the raised blackened skin of a Draconian and looks different on all Draconians. When a Draconian Force user turns to the Dark Side a crown of horns grows from the crown of his head. If a Dark Sider atones or a Jedi suddenly loses his access to the force the horns or tattoo do not disappear marking him forever.

The Kym-nark-mar truly doesn't see the Dark Side as a problem. Their view on the force is one of controlling your emotions to use any form of the force that you can to better become a master in it.

## NEW CLASSES

### Traditional Kym-nark-mar

The Kym-nark-mar are the Draconians version of Force user. They came up with their own belief system of the Force long before the Old Republic ever found them. The Kym-nark-mar are firm believers that there is no light side and there is no dark side, there is only the path that you use to follow it. You may be a dark side user but as long as you don't use the emotion to control it you are not in danger of the horrors that it holds. The Kym-nark-mar also carries a sword made out of a material that allows it to withstand a strike from a lightsaber.

**Vitality:** A Modern Kym-nark-mar gains 1d8 vitality points as they advance levels.

**Class Skills:** Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis)

**Skill Points at 1<sup>st</sup> Lvl:** (6 + Int modifier) x 4

**Skill Points at Each Additional Lvl:** 6 + Int Modifier

**Saving Throws:** At Level 1, the Character can freely determine which of the three Saves he wants to have the low score. After he has made this choice, he cannot change his mind.

**Starting Feats:** EWP ("Kym" Sword), Force Sensitive, WGP (Blaster Pistol, Simple Weapons)

**Force Training:** Pick one of Alter, Control, and Sense

**Bonus Feats:** Alertness, Animal Affinity, Athletic, Attuned, Aware, Cautious, Combat Expertise, Combat Reflexes, Compassion, Endurance, Fame, Persuasive, Power Attack, Sharp Eyed, Stealthy, Quickness, Toughness, Track, Trustworthy, Weapon Finesse

**Force Secret:** See page 56 of RCRB

**Comprehend Speech:** See page 56 of RCRB

**Skill Emphasis:** See page 56 of RCRB

**Enhance Sword:** Same as Force Weapon on page 55 of RCRB

**Warriors Tactics:** See page 41 of Hero's Guide Guardians Guidance. All prerequisites waived.

**Chamberlains Advice:** See page 39 of Hero's Guide Consular's Guidance. All prerequisites waived.

Traditional Kym-nark-mar							
Level	BAB	FORT	WILL	REF	SPECIAL	DEFENSE	REPUTATION
1st	0	1	1	2	Force Training, Starting Feats	3	0
2nd	1	2	2	3	Force Training	4	0
3rd	2	2	2	3	Bonus Feat	4	0
4th	3	2	2	4	Force Training	4	0
5th	3	3	3	4	Enhance Sword +1d8	5	1
6th	4	3	3	5	Skill Emphasis	5	1
7th	5	4	4	5	Comprehend Speech	6	1
8th	6	4	4	6	Warriors Tactics	6	1
9th	6	4	4	6	Bonus Feat	6	2



<b>10th</b>	7	5	5	7		7	2
<b>11th</b>	8	5	5	7	Force Secret	7	2
<b>12th</b>	9	6	6	8	Skill Emphasis	8	2
<b>13th</b>	9	6	6	8	Enhance Sword +2d8	8	3
<b>14th</b>	10	6	6	9	Bonus Feat	8	3
<b>15th</b>	11	7	7	9	Chamberlains Advice	9	3
<b>16th</b>	12	7	7	10	Force Secret	9	3
<b>17th</b>	12	8	8	10		10	4
<b>18th</b>	13	8	8	11	Skill Emphasis	10	4
<b>19th</b>	14	8	8	11		10	4
<b>20th</b>	15	9	9	12	Bonus Feat	11	4

## Modern Kym-nark-mar

Modern Kym-nark-mar are not much different in there beliefs then the more traditional Kym-nark-mar. The only true difference is the modern Kym-nark-mar carry Lightsabers instead of Swords. They where introduced to this amazing new technology 3000 years ago when the Old Republic found the Draconian Coalition a young Jedi Knight named Bareck Justicar was apart of the research group. He showed the Kym-nark-mar his Lightsaber and some of the “Kym” found it fascinating and took up the use of it. Now today there are two different styles of “Kym,” one that still carries a sword and now one that carries a Lightsaber.

**Vitality:** A Modern Kym-nark-mar gains 1d8 vitality points as they advance levels.

**Class Skills:** Climb (Str), Computer Use (Int), Craft (Int), Gather Information (Cha), Jump (Str), Knowledge (Int), Pilot (Dex), Profession (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis) and Tumble (Dex).

**Skill Points at 1<sup>st</sup> Lvl:** (6 + Int Modifier) x 4

**Skill Points at Each Additional Lvl:** 6 + Int Modifier

**Starting Feats:** EWP (Lightsaber), Force Sensitive, WGP (Blaster Pistol, Simple Weapons)

**Force Training:** Pick one of Alter, Control, and Sense

**Bonus Feats:** Acrobatic, Alertness, Athletic, Attuned, Aware, Cautious, Combat Expertise, Combat Reflexes, Compassion, Fame, Lightsaber Defense, Mettle, Persuasive, Power Attack, Sharp Eyed, Quickness, Toughness, Trustworthy, Weapon Finesse

**Lightsaber Training:** Deflect (Extend), Increase Lightsaber Damage

**Improved Force Training:** Deflect (Defense), Deflect (Attack), Increase Lightsaber Damage, Force Feat. When the Deflect (Defense) bonus is +2, the Character will automatically get the Block Special Ability. When the Deflect (Attack) modifier is –3, the Character will automatically gain the Block (Attack) Special Ability that allows the Character to redirect energy attacks without the use of a lightsaber. All other rules of Deflect (Attack) and Block apply to Block (Attack). The Character cannot have more Deflect (Attack) than he has Deflect (Defense).

Modern Kym-nark-mar							
Level	BAB	FORT	WILL	REF	SPECIAL	DEFENSE	REPUTATION
	1	1	2	2	Starting Feats, Force Training, Deflect (Defense +1)	3	1
<b>1st</b>							
<b>2nd</b>	2	2	3	3	Bonus Feat	3	1
	3	2	3	3	Force Training, Deflect (Attack –4)	4	1
<b>3rd</b>							
<b>4th</b>	4	2	4	4	Force Training	4	1
	5	3	4	4	Lightsaber Training (either)	5	2
<b>5th</b>							
<b>6th</b>	6	3	5	5	Lightsaber Training (other)	5	2
<b>7th</b>	+7/2	4	5	5	Force Feat	6	2
	+8/3	4	6	6	Improved Force Training	6	2
<b>8th</b>							

<b>9th</b>	+9/4	4	6	6		7	3
<b>10th</b>	+10/5	5	7	7	Improved Force Training	7	3
<b>11th</b>	+11/6/1	5	7	7		8	3
<b>12th</b>	+12/7/2	6	8	8	Improved Force Training	8	3
<b>13th</b>	+13/8/3	6	8	8		9	4
<b>14th</b>	+14/9/4	6	9	9	Improved Force Training	9	4
<b>15th</b>	+15/10/5	7	9	9		10	4
<b>16th</b>	+16/11/6/1	7	10	10	Improved Force Training	10	4
<b>17th</b>	+17/12/7/2	8	10	10		11	5
<b>18th</b>	+18/13/8/3	8	11	11	Improved Force Training	11	5
<b>19th</b>	+19/14/9/4	8	11	11		12	5
<b>20th</b>	+20/15/10/5	9	12	12	Improved Force Training	12	5

## NEW PRESTIGE CLASSES

### Kym-nark-mar Battlemaster

This Battlemaster is a prestige class for the Kym-nark-mar that finds themselves on a more combat oriented path. Both the Jedi and Sith have their own views on the tradition of combat. Jedi have a Battlemaster of their own and the Sith are almost all combat oriented. The Kym-nark-mar Battlemaster traditions are varied and numerous. No single method of training or weapon type has guided the development of the Kym-nark-mar Battlemaster. Often Kym-nark-mar Battlemasters are steeped in the traditions of their racial culture.

Typical of Kym-nark-mar, the conflict between the Light and Dark sides of the force are what drove the character down the path of Battlemaster. Whether it's defending themselves and companions or seeking a quicker path to power, the Kym-nark-mar Battlemaster often understands all too well the ramifications of using the Force for dark purposes. Being aware of this does not prevent the Battlemaster from using Dark Side skills if the need should arise. Combat is about defeating your opponent. If, through the Force, this can be accomplished; so be it.

#### Exploits

A Kym-nark-mar that pursues the more martial skills associated with the Force typically becomes a Battlemaster. This prestige class is the pinnacle of combat for any Force using class not trained in the Jedi or Sith traditions. Though less powerful with their weapon of choice, be it a Lightsaber, a Sith Sword or “Kym” Sword, this class is more than capable in melee combat.

**On the Light Side:** Battlemasters could find themselves acting as champions against powerful organizations that

would exploit the weak and helpless. This could be a crime syndicate, the Empire or even the local Warlord.

**On the Grey Side:** A Battlemaster's talents would lend themselves to Bounty Hunting using their Force powers to seek and capture their mark. Working without the restriction of the Jedi Code a Battlemaster is capable of being more flexible with their skills and powers.

**On the Dark Side:** A Battlemaster's talents make for a very efficient criminal, crime lord or assassin. Working for a crime lord as a strong-arm or even as the syndicate's hired killer a Battlemaster would be extremely effective.

#### Characteristics

A Battlemaster is an excellent compliment to a group that has a tendency to get into melee combat. In a head-to-head match the Battlemaster will provide the group with more options with advanced offensive and defensive combat skills.

#### Background

Characters that become Battlemasters are often pressed onto the path. Force sensitive individuals discover that their unusual talents draw unwanted attention. Darksiders and Jedi are always on the lookout for potential recruits, allies or pawns. Perhaps the character started on the path of training but some other influence interfered. Alternatively, perhaps they lacked what it took to become a true Sith or Jedi and were turned away.

The stress of defending oneself from this onslaught of attention can be daunting and often leads to combat. Kym-nark-mar who have survived and learned to understand their powers often become Battlemasters to defend themselves, their allies and others from such unwanted attention. Other Kym-nark-mar turn to the path of Battlemaster in order to achieve retribution or power.

For light or dark, the path of a Battlemaster is always filled with hardship.

### Qualifications

To qualify to become a Battlemaster the character must meet the following criteria.

**Base Attack Bonus:** +6

**Force Skills:** At least one: (Control) Battlemind 6 ranks, (Force) Enhance Ability 6 ranks, (Alter) Force Strike 6 ranks or (Sense) Empathy 6 ranks.

**Feats:** Any one Force Feat (Force Sensitive, Alter, Control or Sense) and Martial Arts

**Special:** Must be a Kym-nark-mar

### Game Rule Information

**Vitality:** A Battlemaster gains 1d10 vitality points as they advance levels.

**Class Skills:** Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Int), Pilot (Dex), Profession (Wis), Swim (Str) and Tumble (Dex).

**Skill Points:** 4 + Int modifier

### Class Features

**Starting Feats:** Exotic Weapon Proficiency, Quick Draw

**Bonus Feats:** Advanced Martial Arts, Ambidexterity, Armor (Light), Armor (Medium), Armor (Heavy), Blind-Fighting, Burst of Speed, Combat Reflexes, Defensive Martial Arts, Dodge, Heroic Surge, Exotic Weapon Proficiency, Force Feat (Alter, Control or Sense), Improved Initiative, Improved Martial Arts, Mettle, Power Attack, Quickness, Toughness, Two-

Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Group Proficiency.

**Force Secret:** Add a +1 Force bonus to any Force Skill in which the character already has ranks. The character develops a new technique or discovers a long forgotten method for expanding his understanding of the Force.

**Evasion:** At 8th level the Battlemaster gains the Evasion special ability. If the Battlemaster is allowed a Reflex save to avoid half the damage from an attack and succeeds he will avoid all damage from that attack.

**Stun Damage:** The Battlemaster has learned how to strike an opponent using Martial Arts causing only stun damage. The Difficulty Class to resist the stun damage is 10+ the Battlemasters level. A stunning attack must be declared before the attack is rolled.

**Increased Unarmed Damage:** Starting at 2nd level a Battlemaster begins to learn how to increase the amount of damage he can inflict unarmed. This is reflected with an additional die to be rolled in figuring damage. *This increase is not cumulative.*

**Increase Weapon Damage:** Starting at 3rd level the Battlemaster begins to increase his damage while using his chosen weapon. *This increase is not cumulative.*

**Uncanny Dodge:** Starting at 6th level the character gains the Uncanny Dodge ability. At 6th level the character retains his Dex bonus to defense even when caught flat-footed. At 10th level the character can no longer be flanked.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	Weapon Damage	Def. Bonus	Rep. Bonus
1	+1	+2	+2	+1	Force Secret	--	--	+2	+1
2	+2	+3	+3	+2	Stun Damage	+1d6	--	+2	+1
3	+3	+3	+3	+2	Bonus Feat	--	+1d4	+3	+1
4	+4	+4	+4	+2	Force Secret	--	--	+3	+1
5	+5	+4	+4	+3	Bonus Feat	+1d8	+1d6	+4	+2
6	+6	+5	+5	+3	Uncanny Dodge (Dex Bonus)	--	--	+4	+2
7	+7	+5	+5	+4	Bonus Feat	--	+1d8	+5	+2
8	+8	+6	+6	+4	Evasion, Force Secret	+1d10	--	+5	+2
9	+9	+6	+6	+4	Bonus Feat	--	+1d10	+6	+3
10	+10	+7	+7	+5	Uncanny Dodge (flanking)	--	--	+6	+3

## Kym-nark-mar Sentinel

The Sentinel is type of Kym-nark-mar whose roots lie in the Old Republic long before the rise of Emperor Palpatine in the heart of Sith War. Fulfilling the role of investigator and spy, the Kym-nark-mar Sentinel was the primary information-gathering tool for the Kym-nark-mar of the age. Equally adept at combat, persuasion and stealth, the Kym-nark-mar Sentinel is the most likely to infiltrate places of darkness though how he is affected by what he sees is a mystery to all but him.

Holding a wide variety of skills from combat, diplomacy, stealth and guile, they are adept at sneaking passed opponents, talking their way out of a situation or if not other solution presents itself, combat. The Kym-nark-mar Sentinel's primary weapon is either the "Kym" sword or the Lightsaber although some may argue that guile, stealth or persuasion are more potent weapons. Sentinels often find that combat is an unavoidable consequence of being somewhere where others don't want them so

most are well trained in the combative arts.

**Prerequisites:**

**Base Attack:** +3

**Feats:** Alertness, Stealthy

**Force Feats:** Alter, Control & Sense

**Skills:** Listen 3 ranks, Hide 4 ranks, Move Silently 4 ranks, Spot 3 ranks

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	0	+1	+2	+1	Shroud of Silence, Target Bonus +1	+1	0
2	+1	+2	+2	+2	Bonus Feat	+2	+1
3	+2	+2	+3	+2	Deflect (Def. +1)	+2	+1
4	+3	+2	+3	+2	Inc. Lightsaber Damage +1d8	+2	+1
5	+3	+3	+4	+3	Embracing the Light, Target Bonus +2	+3	+1
6	+4	+3	+4	+3	Deflect (Attack -4)	+3	+2
7	+5	+4	+4	+4	Uncanny Dodge (Dexterity Bonus to Defense)	+4	+2
8	+6	+4	+5	+4	Inc. Lightsaber Damage +1d8	+4	+2
9	+6	+4	+5	+4	Target bonus +3	+4	+2
10	+7	+5	+6	+5	Flow of the Force	+5	+2

**Force Skills:** Force Stealth 3 ranks, See Force 4 ranks

**Special:** The character must not have more than 2 Dark Side Points, and Must be a Kym-nark-mar

**Game Rule Information**

**Vitality:** Kym-nark-mar Sentinel gains 1d8 vitality points per level. The character's constitution modifier applies.

**Class Skills:** Bluff (cha), Computer Use (int), Craft (int), Gather Information (cha), Hide (dex), Knowledge (int), Listen (wis), Move Silently (dex), Pilot (dex), Profession (wis), Search (int), Sense Motive (wis), & Spot (wis). Additionally, any force skill provided for the appropriate force considers feats class skills.

**Note:** A Kym-nark-mar Sentinel who accumulates 3 or more Darkside Points cannot advance in this prestige class until he atones and lowers his Darkside Points to 2 or less.

**Skill Points:** 6 + intelligence modifier

**Class Features**

**Bonus Feat:** At 2nd level you may select a bonus feat from the following list: Aware, Impersonator, Low Profile, Nimble, Shadow, Skeptical. Shroud of Silence: The Kym-nark-mar Sentinel no longer suffers the -5 penalty on Move Silently checks while moving at full speed.

**Deflect (defense):** See RCR PG 61

**Deflect (attack):** See RCR PG 61

**Increased Lightsaber Damage:** Each time this ability is gained the Kym-nark-mar may add 1d8 to

the damage inflicted with a lightsaber or a "Kym" sword.

**Embracing the Light:** The Kym-nark-mar Sentinel uses his experience as a Sentinel as a new surge of strength to resist the effects of the Darkside. He adds half of his Sentinel levels to his Force Defense ranks.

**Target Bonus:** See RCR PG 275

**Uncanny Dodge:** See RCR page 49.

**Flow of the Force:** The Kym-nark-mar Sentinel embodies the force completely. At level 10th the Kym-nark-mar sentinel can add half of his ranks in Force Stealth to his Hide and Move Silently rolls. Also he can add half of his ranks on See Force to his Listen and Spot rolls.

## Jedi Emissary

Whether a Jedi is from the Old Republic, the New Republic, or even the New Jedi Order, he or she is looked upon as a diplomat and representative of the Jedi Council and or the Republic. Some of these Jedi even go as far as specializing in the field of mediation, diplomacy, and providing aide in situations where guidance from the Force is the only thing capable of keeping the peace.

While the Jedi Emissary is primarily a keeper of the peace in regards to his or her responsibility as a Jedi, he or she is tries to go about keeping the peace in a much different way than a Jedi Guardian or Weapon



Master is likely to do. The Jedi Emissary negotiates, mediates, and assesses situations with guidance from the Force with much greater skill than most other Jedi. They have the background and knack for moderating the toughest disputes with solutions in the form of words instead of blazing lightsabers, but if pushed beyond the bounds of diplomacy, a Jedi Emissary can still hold his or her own if negotiations become “aggressive”.

### Requirements

to qualify to become a Jedi emissary, a character must

fulfill the following criteria.

**Skills:** Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 3 ranks, Profession (diplomat) 3 ranks, Sense Motive 5 ranks, Affect Mind 3 ranks, Empathy 5 ranks, Enhance Senses 3 ranks, Telepathy 3 ranks

**Feats:** Alter, Force Sensitive, Sense

**Special:** Jedi emissary is a Force-user prestige class available only to characters with Jedi levels.

Jedi Emissary							
Level	BAB	FORT	WILL	REF	SPECIAL	DEFENSE	REPUTATION
1st	0	0	1	2	Control, Resource Access, Deflect (defense)	1	1
2nd	1	1	2	3	Favor +1, Bonus Feat	2	1
3rd	2	1	2	3	Resolute, Aggressive Negotiations +1, Increase lightsaber damage	2	2
4th	3	2	2	3	Deflect (attack), Favor +2	3	2
5th	3	2	3	4	Aggressive Negotiations +2, Bonus Feat	3	3

### Game Rule Information

**Vitality:** Jedi emissaries gain 1d6 vitality points per level. The characters Constitution modifier applies.

**Class Skills:** The Jedi emissary’s class skills, and the key ability for each skill, are as follows: Bluff (Cha), Computer Use (Int), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (diplomat) (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Treat Injury (Wis). All Force skills for which the Jedi Emissary meets the prerequisites are considered class skills.

**Skill Points at Each Level:** 6 + Int modifier

### Class Features

The following are features of the Jedi emissary prestige class.

#### Control

The Jedi emissary gains the Force feat of Control at 1st level. Once Control is received, its associated Force skills become class skills for the character.

#### Resource Access

Beginning at 1st level, the Jedi emissary has access to an array of resources (as described on page 44 of the RCR)

#### Deflect (Defense)

At 1st level, the Jedi emissary receives the SQ of Deflect (defense), and learns to deflect blaster bolts and other projectiles with his lightsaber. As described on page 58 of the RCR, “each time the Jedi gains deflect

(defense), it provides a +1 dodge bonus to Defense when he uses his lightsaber to block ranged attacks.”

#### Favor

Starting at 2nd level, the Jedi emissary has the ability to call in favors from those he or she knows. Mechanics are described on page 43 of the RCR. A 2nd level Jedi emissary has the SQ of Favor at +1, and receives Favor at +2 at 4th level.

#### Bonus Feats

At 2nd and 5th level, the Jedi emissary gains a bonus feat. This feat must be selected from the following list, and the Jedi emissary must meet any prerequisites. Compassion, Fame, Influence, Persuasive, Sharp-eyed, Trustworthy

#### Resolute

At 3rd level, the Jedi emissary demonstrates a great deal of resoluteness in all of the following Charisma based skills: Bluff, Diplomacy, Gather Information and Intimidate. He or she due to persistence and clever articulation receives a +2 bonus on all four skill checks whenever they are used, and receives an automatic retry on any failed rolls for the above skills at a rate of once per day, per skill.

#### Aggressive Negotiations

Only when a Jedi emissary’s resoluteness and skill as a mediator fail can a Jedi emissary go into Aggressive Negotiations. When a Jedi emissary cannot solve matters diplomatically (when a retry by means of resoluteness fail, or the GM decides that a NPC will not back down no matter what the roll) and is attacked, or forced into combat action during deliberation or shortly

after, the Jedi emissary will then have received a clearer indication of their opponent's resolve. As a result he or she must declare whether or not they wish to add a +1 (at 3rd level) or +2 (at 5th level) to their Defense or attack roll, or divide the bonus up between Defense and attacks at 5th level (i.e. +1 to attack, +1 to Defense). This bonus remains in effect until their next action, in which they can decide to keep it as it was in the prior round, or readjust it to the situation. Remember, the Jedi emissary must try and solve matters diplomatically in order to get a feel for how dire a situation is or how determined their opponent is. A Jedi does not go into Aggressive Negotiations until regular negotiations fail.

#### **Increase Lightsaber Damage**

At 3rd level, the Jedi emissary gains increase lightsaber damage, and adds +1d8 to his or her current lightsaber damage.

#### **Deflect (Attack)**

At 4th level, the Jedi emissary receives the SQ of Deflect (attack), and learns how to deflect blaster bolts with his lightsaber to redirect the attack toward a target within one range increment of the Jedi's position. As described on page 59 of the RCR, "each time the Jedi gains deflect (attack), the penalty associated with redirected attacks is lessened by 1."

## **NEW FORCE SKILLS**

### **Force Alchemy (INT)**

**Trained Only:** Requires Force Sensitive as well as Alter, Control & Sense.

Force Alchemy is simply the enhancement of science through the Force. This ancient discipline has been around since before the Hyperspace Wars when alchemical exploits were made famous or, in most cases, infamous. Force Alchemy has been used as a tool of good as well as evil but it is better known for the latter. Many are the tales of hideous monsters created by the Sith Alchemists. Tales of Jedi Alchemists curing planet-threatening plagues using their unique skills to analyze the contagion are long forgotten in the face of the Sith atrocities.

**Check:** Much like the Craft skill, in order to use this skill, equipment of some rarity must be purchased as well as a wide array of raw materials depending on the task undertaken. The cost is directly proportional to the complexity of the process. The number of ranks a character has in Alchemy also determines how complex of a task can be undertaken.

#### **Required Rank Complexity Cost DC Example**

- 1** Simple 500 10 Analyze Base Elements of Inorganic Objects
- 2** Moderate 5,000 15 Alter hardness, Create Poisons & Antidotes

**3** Difficult 50,000 20 Create a synthetic Adegan crystal for a lightsaber

**4** Extreme 500,000 25 Biological/Physical alteration of a creature

**5** Astronomical 1,000,000+ 35+ Planet-wide genetic manipulation of a species

To build or alter a piece of equipment the Alchemist must also possess the appropriate Craft skill with any number of ranks. If this is not the case the Alchemist suffers a +10 to the DC of the process. If the Alchemist has the appropriate Craft skill with at least 5 ranks a +2 synergy bonus is applied. If the Alchemist is just working with raw materials no penalty is suffered. Where applicable, the appropriate Knowledge skill can provide a +2 synergy bonus as long as the Alchemist has at least 5 ranks in it. Use of this skill with selfish intentions or intent to harm another will definitely draw the Dark Side of the

Force with appropriate repercussions on the character for doing so. Use of this skill to construct equipment for sale is not inherently evil and in the case of a Jedi's lightsaber, is a well established as part of a tradition.

**Example:** Ra'uun, a Force Adept, wants to craft and then harden a Durasteel quarterstaff against the blade of a lightsaber so that the DR will apply. He must have Craft (Simple Weapons) or he will suffer a +10 on the DC due to his unfamiliarity with the construction process for the weapon. It just so happens that he has Craft (Simple Weapons) with 5 ranks so he gets a +2 synergy bonus on his Alchemy skill check. He also has Knowledge

(Metallurgy) with 5 ranks so he gets another +2 synergy bonus to his Alchemy skill check.

First, he must make a successful Craft (Simple Weapon) skill roll to build the weapon. With the weapon completed he must purchase 5,000 credits worth of alchemy materials and roll a successful Alchemy skill check (DC: 15). He gets a total synergy bonus of +4 on his roll as well as his Skill Modifier.

**Retry:** If the Alchemy skill check is failed all the raw materials are consumed or ruined. New materials must be purchased in order to try again. If a piece of equipment was involved it was destroyed beyond repair and must also be purchased or created again.

**Special:** A character can take 10 on an Alchemical process but not 20.

**Time:** Alchemy checks are made when the process is ready to be completed based on the Game Masters judgment. Gathering the raw materials may take more time than the actual Alchemical process so it's difficult to assign a time for every situation.

**GM Note:** *Using this skill, a character can do a great many things, everything from altering living beings and even whole species to making precious metals from base metals. This kind of power can be unbalancing and should be monitored by the Game Master. It is*

*suggested that the DC be the controlling factor. “Don’t say ‘no, you can’t do that’, just set a higher DC.”*

## Force Harmony (WIS)

This power allows several willing Jedi to manifest the power of the light side. As long as the skill is maintained, it bathes the users in the celestial illumination that is the light side. It can act as a shield against the power of Dark Side and is a potent weapon in the hand of the Jedi.

**Trained Only:** Requires Force Sensitive and Sense feats

Force Harmony allows a group of Jedi to use the power of the Light Side to create a Shield of Light against the powers of the Dark Side.

**Check:** On a successful check (DC 15) a Jedi can link with a number of willing Force users up to his total skill level. When acting as a shield, the group gains a +5 bonus for each individual involved to their Defense rolls and Saves to resist the effects of Force Powers currently called upon by Dark Side servants and any further Powers called upon by them. If the initiating Jedi’s Defense roll or Save beats the success roll of the Dark Side Skill then that power is interrupted. If the Dark Side servant is using a Force Feat, he must make an opposed Will Save or it is interrupted. All Force-skills currently “up” are dropped. Use of this skill cannot cancel out the presence of the Dark Side, but can distract its servants and make their actions more difficult. The effect lasts for 10 rounds (1 minute) and may be extended at the cost of 2 Vitality Points (plus 1 to each additional individual involved) per minute  
**Vitality Point Cost:** 2 plus 1 to each additional individual involved per minute.

## Masquerade (CHA)

The ability to alter one's own appearance is a valuable resource for any Force user wishing to evade detection by non-Force users. While common disguises work relatively well under normal conditions, sometimes the necessary equipment is not readily available to create a disguise, thus necessitating the use of the Force. Masquerade, as the Force power was known to the members of the Jedi Order, is a useful tool for when the need arises to cloak oneself from recognition. Similar in many ways to the illusion skills practiced by different sects of Force users, the Masquerade power was rarely taught but its existence was not uncommon knowledge. After the Jedi purge, Luke Skywalker rediscovered this power following his encounter with the Fallanassi. Study of their powers led him to develop this simple to use and maintain power

which would eventually come in handy to those relatively inexperienced students who found themselves hunted by the Yuuzhan Vong.

*Masquerade* is an alternate use of the Illusion skill found in the Dark Side Sourcebook on page 15. Instead of creating an external illusion, the character may create a disguise over her instead.

**Check:** As per the use of the power in the Dark Side Sourcebook, but with a +5 increase to each Will Saving Throw DC.

**Range:** The Masquerade use of the power functions at all ranges, with a vitality point cost per minute of 5.

**Special:** While using the Masquerade power, the character may not generate any other Illusions.

## Technological Affinity (WIS)

**Trained Only:** Requires the Force-Sensitive and Sense Feats

You can use the Force to determine the nature of a technological item or find information that may be stored on a computer.

**Check:** Technological Affinity allows the Force user to scan an item and determine its nature or function. It may also be used to locate specific information stored in files within a computer system or network. The Force user must touch the object in question for the skill to be used. On a successful check, the GM reveals one piece of information, whether it is a function or a piece of data, to the player per round of concentration on the object. If the character is disturbed or loses his concentration during the reading, his connection with the device is broken, and he must start over and concentrate for the amount of time he previously scanned the device before learning any new information.

While a reading is taking place, the character loses all Dexterity bonuses to Defense and is considered surprised if attacked.

The DC depends on the complexity of the object being scanned.

Object	DC	VP Cost
Handheld Device (i.e. holoprojector)	15	3
Weapon	15	3
Droid	20	4
Starship/Vehicle	20	4
Computer	25	5
Unknown Technology	+10	+2

If the object to be scanned is an unwilling subject (such as an active droid), the check must exceed the target's Will saving throw or an opposing Computer Use check.

**Retry:** You can make only one successful check involving a specific target per hour. If the check fails, you can't use Technological Affinity on this object again until 24 hours have passed.

**Special:** You can take 10 or take 20 when making a Technological Affinity check.

A character with at least 5 ranks in Computer Use gets a +2 aptitude bonus on Technological Affinity checks when scanning a computer or device that stores information. A character with at least 5 ranks in Repair gets a +2 aptitude bonus on Technological Affinity checks when scanning any other type of device, provided it is not unknown technology.

**Time:** Technological Affinity requires a full-round action to initiate. A full reading may take several minutes.

**Vitality Point Cost:** 3 or more (see above)

## NEW FORCE FEATS

### Awaken

The Force is a vast field of mystical energy which very few people can sense or tap into. Among those Force-sensitive beings in the galaxy, an even smaller percentage of those have the strength to manipulate it to their own purposes. However, one thing that is certain is that the Force touches all living things, and affects them according to its will. As the Force flows through some more strongly than others, many do not feel its effects, but those who do are capable of incredible feats of the mind. The Jedi scoured the portions of the galaxy under the Republic's rule to find any who were born Force-sensitive to add them to their ranks. Likewise, other Force-using traditions have sought out any potential members ravenously, seeking to expand their numbers with the rare Force users of the galaxy.

Some, including the infamous Emperor Palpatine, simply cannot accept the will of the Force when it comes to who can and who cannot sense its flow. The Emperor, having trained many loyal subjects, often found it a major inconvenience to have to skip over potentially valuable minions due to their lack of Force Sensitivity. As a result, Palpatine learned of an ancient uses of the Force that delves deep into the Dark Side to awaken latent powers in average beings. The result of this power's use is that the recipient gains the ability to sense the Force as though he had been born with it, still requiring instruction to learn but now able to manipulate the Force as any other Force user can.

You are able to awaken another character to the ebb and flow of the Force so that she may manipulate it as any other Force user.

**Prerequisites:** Alter, Control, Force-sensitive, Force level 17+

**Warning:** Use of this power results in the character receiving a Dark Side Point.

**Benefit:** This power allows a character to bestow Force-sensitivity upon another being. When activating this feat, the character must lose 4 Force Points for the power to be successful. If he does so, the target of the power gains the Force-Sensitive feat for free.

### Dark Familiar

This power allows a character to bind another character to his own will, creating an ever-submissive servant bound by the Dark Side to his master. The use of this power gives the master and familiar certain advantages. They each gain the ability to automatically use the Receptive Telepathy and Projective Telepathy powers only with each other (the familiar need not be Force-sensitive to use this power with his master). Furthermore, the master can locate his familiar at will by direction at any time, from any distance. You can bind a servant to your own will using the controlling powers of the Dark Side.

**Prerequisites:** Alter, Control, Force-sensitive, Force level 8+, Affect Mind 15+, Empathy 8+

**Benefit:** This power allows a character to bind another character to his own will, creating an ever-submissive servant bound by the Dark Side to his master. The person may or may not be willing to be bonded; if this power is used unwillingly on the target, the target gets a Will save vs. DC 15 to resist being bonded by the Dark Familiar power. When this feat is taken, it may be used successfully only once; if the first attempt fails, another attempt may be made on a different target, or the same target (though any target gains a +2 to their Will save each time the power is used on them after the first). This feat may be taken multiple times, each time adding a new familiar to the user's repertoire, though the power does not need to be used at the moment the feat is gained, but at any point thereafter.

The use of this power gives the master and familiar certain advantages. They each gain a +5 to the Telepathy skill for use only with each other (the familiar need not be Force-sensitive to use this power with his master). Furthermore, the master can locate his familiar at will by direction at any time, from any distance. The familiar takes a -5 penalty to all Will saves against his master, and the familiar must make a Will check against a DC 15 to directly disobey his master. The familiar gains the ability to call on the Dark Side of the Force as though he had the Force-sensitive feat, and also automatically gains a number of Vitality



Points equal to the maximum VP gained by his master upon going up a level. If a character's familiar dies, the character suffers a permanent loss of 2 points of Constitution (this loss may be negated by taking a penalty of 4 Dark Side Points); furthermore, the Dark Familiar feat is lost and a new familiar may only be gained by taking the feat again.

To use this power, the target must be either willing to be bonded, or prone or helpless. The user of this power places his hand upon the forehead of the intended familiar, and calls upon the Dark Side to bond the two of them. Black Force energy dances across the user's arm, splashing over the forehead of the familiar and traveling into the user's body. When the bonding is complete (which usually takes 1-2 hours, during which visions of the Dark Side pass through both user and familiar), the user and familiar both automatically gain 2 Dark Side Points.

### Darkness Within

The Dark-side is especially powerful in some people, while others have a natural affinity for it. The Dark Side is naturally strong in you.

**Prerequisite:** 1+ DSPs, Force-Sensitive.

**Benefit:** Any character with this feat gains a +2 dark-side bonus to all Dark-side skills.

### Force Track

The Force surrounds and binds all living things, and as they shift their placement in the Galaxy, so shift the subtle currents in the Force. Darth Sidious once described the Force as a mist, constantly surrounding and penetrating all living things, and visible to only those with a special kind of sense; using this analogy, when a being moves through the mist, it stirs up clouds and leaves a trail. Force users can tap into this special view and use it to follow the movements of a target. By shifting her senses to a certain kind of Force attunement, a Force-user can see the path left by her target, effectively using that being's presence in the Force as a means of pathfinding or tracking. When using this power, the target's path is illuminated by a bright white glow (for Light Side Force users) or an inky black trail (for Dark Side Force users). This power does not, however, work with droids or beings which have no presence in the Force, such as the Yuuzhan Vong.

You can use your sense of the Force to follow the paths of beings with almost perfect accuracy.

**Prerequisites:** Force-sensitive, Sense

**Benefit:** The character may track as though he had the Track feat when this power is in use. The base DC for tracking a target with this feat is 5, as per tracking on a Very Soft surface, regardless of actual physical surroundings. The following modifiers affect the DC of

tracking with the Force, though the required skill is Search rather than Survival.

Every 6 hours since the trail was made: +1

Tracked area is well populated: +3

Tracked area is heavily populated: +5

Tracked area is lightly developed: +3

Tracked area is well developed: +5

Tracked area is urban: +7

Target is dampened from the Force: +10

Target is familiar to the user: -3

Use of this power requires 2 VP per 10 rounds (1 minute) of use.

### Sever

This power is unique among all others in that it has only been used once in the recorded history maintained by the Jedi Temple on Coruscant. In fact, the knowledge of how to use the power seems to have only been granted by the will of the Force itself to the most powerful Jedi Masters through deep meditation and diligent study; as such, it is speculated by philosophers that the power is actually used by the Force to balance itself using a living being as the means for doing so. At the height of the Old Republic, it is recorded that the Jedi Knight Nomi Sunrider, while linked with Jedi Master Vodo Siosk-Baas, was guided by the will of the Force to direct this power at Ulic Quel-Droma, and that even then Jedi Sunrider did not fully understand what had been done. Though no formal study was performed on Quel-Droma, it is reported that he still existed in the Force as far as others were concerned, but he simply was no longer able to touch the Force as other Jedi Knights could. Despite the fact that no scientific analysis was ever performed, Jedi researchers theorize that Quel-Droma's midichlorian count dropped drastically as well, as he no longer heard the Force whispering to him when he meditated.

Gamemasters should note that the use of this power is an epic event, and that the power is granted only at the discretion of the Force's will (i.e. only when the GM finds it dramatically appropriate). It is not recommended that players be allowed to take this feat during their normal progression of levels, but ultimately the GM must decide whether or not it is appropriate for his or her game to allow characters to obtain this power. NPC's, however, could possibly have this power at their command, since they are controlled by the GM and can use the power only when dramatically appropriate. You can take away the ability for a character to touch the Force and channel its power as other Force-sensitive characters do.

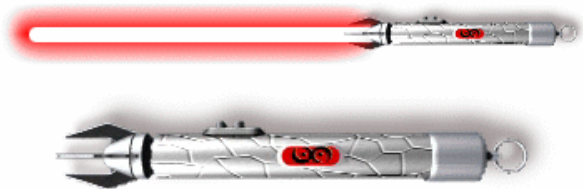
**Prerequisites:** Alter, Force-sensitive, Force level 17+

**Benefit:** When this power is successfully activated and turned against an individual target, it has devastating results that permanently scar the being. When activating this feat, the character must lose 4 Force Points for the

power to be successful. If he does so, the target of the power loses the Force-sensitive, Control, Sense, and Alter feats. From this point on, he may not advance Force skills, take Force Feats (or the Force-sensitive feat), and may not use any Force powers. Additionally, if he has more than 5 Force Points, his total is reduced to 5. Use of this power is a full-round action.

## WEAPONS

### Kym-nark-mar Lightsaber



A Kym-nark-mar Lightsaber acts just like a normal lightsaber except. It is made out of the same

material the "Kym" Sword is made of, Naquadah, and its emitter crystal is an Ostach crystal. This amazing style of lightsaber has a few other tricks to it, because of the metal it is made of the hilt is indestructible. The Ostach crystal is a mystical crystal that for some reason gives the Lightsaber different affects. It automatically returns to the user when thrown, and if taken apart by someone other then the user will reassemble itself. It also gives you a equipment bonus of +1 to attack.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Group
Kym-nark-mar Lightsaber	2,500	2d8+2	18-20	-----	1.5 kg	Energy	Medium	Exotic*

\*The Exotic Weapon Proficiency (lightsaber) feat covers Kym-nark-mar Lightsabers as well as standard versions.

### Kym-nark-mar Sword



A Kym-nark-mar Sword is a old style sword except it is made out of Naquadah, and has a Ostach crystal embedded in the hilt. The sword was found to be made of such good quality that not even a lightsaber could cut through it.

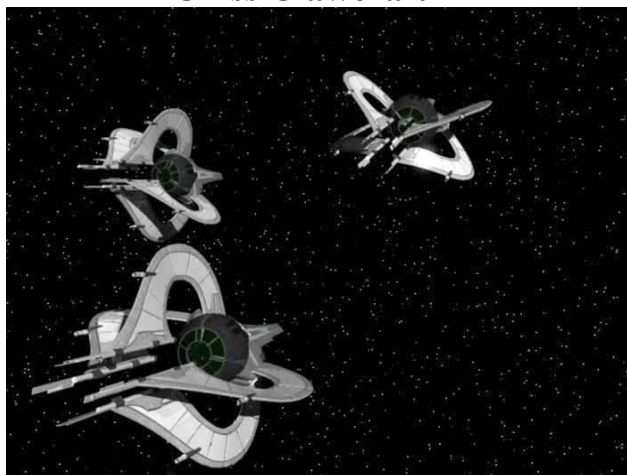
The Ostach crystal gives the sword the ability to return to its wielder when thrown, makes it eternally sharp, and suppose to have even made it indestructible. For some unknown reason when the crystal when it is Force-imbued, while creating the sword, makes it unable to be used by another user then the one that created it.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Group
Kym-nark-mar Sword	6,000	2d6	19-20	-----	8 kg	Slashing	Large	Exotic


## STARSHIPS IN THE EMPIRE

### STARFIGHTERS

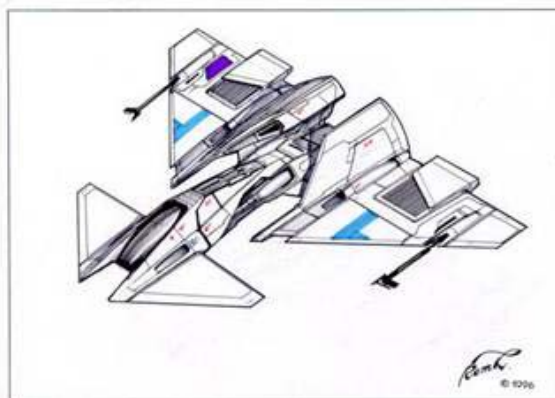
#### Chiss Clawcraft




A hybrid of Imperial and Chiss technologies, the clawcraft resembles a TIE-ball cockpit pod with an extended twin ion engine bank. Reaching out from the junction of the cockpit and engine are four sweeping weapon arms bracketing the pod, splaying out in a formation similar to an X-wing's s-foils. The clawcraft is a single-occupant craft with a limited hyperdrive. Like other Chiss craft, it lacks a navicomputer, but often a lead vessel is equipped with both a navicomp and Chiss beacon allowing its wingmates to follow.

**Era:**   
**Craft:** Chiss Clawcraft  
**Class:** Starfighter  
**Cost:** 193Not Available for sale  
**Size:** Diminutive (7.5m long) **Initiative:** +7 (+4 size, +3 crew)  
**Crew:** 1 (Expert +8) **Cargo Capacity:** 25 kg  
**Consumables:** 1 wk **Hypdrive:** x1.5  
**Max Spd:** Ramming **Maneuver:** +14 (+4 size, +8 crew, +2 engine)  
**Defense:** 24 **Shield Points:** 40  
**Hull Points:** 60 **DR:** 10  
**Weapons:**  
4 Laser Cannons (fire-linked)  
**Fire Arc:** Front  
**Att Bonus:** +18 (+4 size, +8 crew, +6 fire control)  
**Range Bonuses:** PB -2, S -4, M/L N/A  
**Damage:** 7d10x2

#### Delta Wing

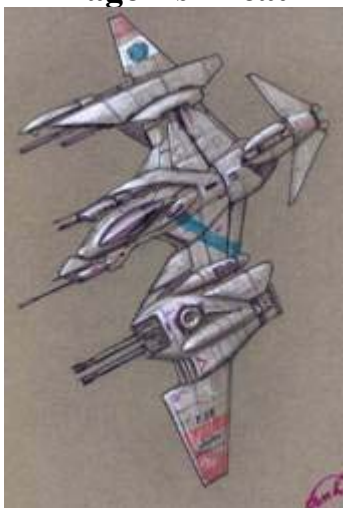


The Delta Wing starfighter was the Draconian answer to the New Republics cry for a new starfighter to fight the Yuzan Vong. It is the accumulated technology of all the Draconians greatest Technology. It is faster and more maneuverable then anything the New Republic has ever fielded. The only problem is that it trades speed and maneuverability for its lack of firepower.

**Era:**   
**Craft:** Dragonwright Shipyards NR-2A Starfighter "Delta Wing"  
**Class:** Starfighter  
**Cost:** 193,000 (new), 50,000 (Used)  
**Size:** Diminutive (9.5m long) **Initiative:** +7 (+4 size, +3 crew)  
**Crew:** 1 **Cargo Capacity:** 40 kg  
**Consumables:** 1 wk **Hypdrive:** x2  
**Max Spd:** Ramming **Maneuver:** +12 (+4 size, +4 crew, +4 engine)  
**Defense:** 20 **Shield Points:** 30  
**Hull Points:** 80 **DR:** 10  
**Weapons:**  
2 Heavy Laser Cannons (fire-linked)  
**Fire Arc:** Front  
**Att Bonus:** +16 (+4 size, +4 crew, +4 fire control, +4 engine)  
**Range Bonuses:** PB +0, S -2, M/L N/A  
**Damage:** 6d10x2  
2 Proton Torpedo Launchers (3 Heavy Torpedoes Each)  
**Fire Arc:** 2 Front  
**Att Bonus:** +16 (+4 size, +4 crew, +4 fire control, +4 engine)  
**Range Bonus:** PB +0, S/M/L N/A  
**Damage:** 10d10x2



## Dragon's Breath



This is the workhorse of the Draconian Empire. Though hyperdrive-capable, the Dragon's Breath is now primarily transported on the Wyvern-class Battle Cruiser as its fighter wings. This craft in all essence is used to patrol long distances of space without support from any other craft.

**Era:**

**Craft:** Dragonwright Shipyards RSH-12 "Dragon's Breath"

**Class:** Starfighter

**Cost:** 292,000 (new), 100,000 (Used)

**Size:** Tiny (12.5m long)

**Crew:** 1

**Consumables:** 1 wk

**Max Spd:** Ramming crew, +3 engine)

**Defense:** 22

**Hull Points:** 120

**Weapons:**

4 Heavy Laser Cannons (fire-linked)

**Fire Arc:** Front

**Att Bonus:** +13 (+2 size, +4 fire control, +3 engine, +4 crew)

**Range Bonuses:** PB +0, S -2, M/L N/A

**Damage:** 7d10x2

3 Proton Torpedo Launchers (3

Heavy torpedoes each)

**Fire Arc:** 2 Front, 1 Back

**Att Bonus:** +13 (+2 size, +4 fire control, +3 engines, +4 crew)

**Range Bonus:** PB +0, S/M/L N/A

**Damage:** 10d10x2

## Fire Serpent



The Fire Serpent is an atmospheric craft modified for space combat. It is ore maneuverable and faster then a TIE and an X-Wing. They are usually only found flying in planetary defense squadrons through out the Draconian Empire.

**Era:**

**Craft:** Dragonwright Shipyards DF-15D

**Class:** Starfighter

**Cost:** 200,000 (new), 90,000 (Used)

**Size:** Tiny (12.5m long)

**Passengers:** None

**Consumables:** 1 wk

**Max Spd:** Ramming crew, +3 engine)

**Defense:** 22

**Hull Points:** 120

**Weapons:**

4 Heavy Laser Cannons (fire-linked)

**Fire Arc:** Front

**Att Bonus:** +13 (+2 size +4 fire control, +3 engine, +4 crew)

**Range Bonuses:** PB +0, S -2, M/L N/A

**Damage:** 7d10x2

3 Proton Torpedo Launchers (3 Heavy torpedoes each)

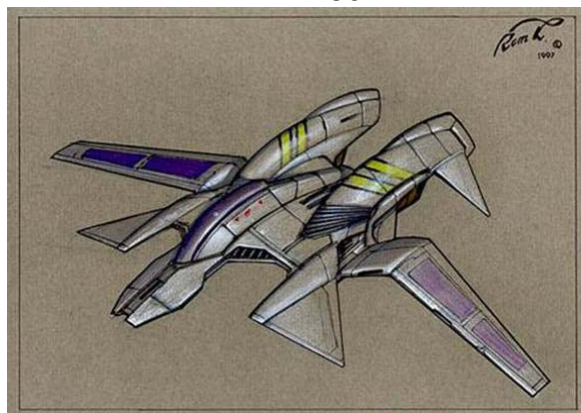
**Fire Arc:** 2 Front, 1 Back

**Att Bonus:** +13 (+2 size +4 fire control, +3 engine, +4 crew)

**Range Bonus:** PB +0, S/M/L N/A

**Damage:** 10d10x2

## Mimnoc



The Mimnoc Heavy Fighter is the strong arm of the Draconian Fleet. With the Firepower and speed that the Mimnoc has no other fighter is a match for it. One flight of 4 ships could take out a Star Destroyer by itself.

**Era:** 

**Craft:** Dragonwright Shipyards Mim-7 Heavy Fighter "Mimnoc"

**Cost:** 350,000 (new), 175,000 (Used)

**Size:** Tiny (16.5m long)

**Initiative:** +6 (+2 size, +4 crew)

**Crew:** 1

**Cargo Capacity:** 150 kg

**Consumables:** 1 wk

**Hypedrive:** x1

**Max Spd:** Ramming  
crew, +3 engine)

**Maneuver:** +9 (+2 size, +4

**Defense:** 22

**Shield Points:** 60

**Hull Points:** 120

**DR:** 10

**Weapons:**

4 Heavy Laser Cannons (fire-linked)

**Fire Arc:** Front

**Att Bonus:** +13 (+2 size, +4 fire control, +3 engine, +4 crew)

**Range Bonuses:** PB +0, S -2, M/L N/A

**Damage:** 7d10x2

3 Proton Torpedo Launchers (3 Heavy torpedoes each)

**Fire Arc:** 2 Front, 1 Back

**Att Bonus:** +13 (+2 size, +4 fire control, +3 engines, +4 crew)

**Range Bonus:** PB +0, S/M/L N/A

**Damage:** 10d10x2

## Pirate Starfighter



**Era:**  

**Craft:** Unknown-class of Pirate Starfighter

**Class:** Starfighter

**Cost:** 423,000 (new)

**Size:** Diminutive (9.5m long)

**Initiative:** +7 (+4 size, +3 crew)

**Crew:** 1

**Cargo Capacity:** 40 kg

**Consumables:** 1 wk

**Hypedrive:** x2

**Max Spd:** Ramming  
+4 crew, +4 engine)

**Maneuver:** +12 (+4 size,

**Defense:** 20

**Shield Points:** 30

**Hull Points:** 80

**DR:** 10

**Additional Systems:** Sensor Mask (Good; DC:+6)

**Weapons:**

4 Assault Laser Cannons (fire-linked)

**Fire Arc:** Front

**Att Bonus:** +20 (+4 size, +4 crew, +8 fire control, +4 engine)

**Range Bonuses:** PB +0, S -2, M/L N/A

**Damage:** 9d10x2

Proton Torpedo Launcher (16 Heavy Torpedoes)

**Fire Arc:** Front

**Att Bonus:** +20 (+4 size, +4 crew, +8 fire control, +4 engine)

**Range Bonus:** PB +0, S/M/L N/A

**Damage:** 10d10x2

## Sithfighters



This is the chosen design of the Empire's Sith Marauders. The two major examples of this type of craft are the Grim Reaper and Dark Heaven.

Era:  

**Craft:** Customized Sith Starfighters

**Class:** Starfighter

**Cost:** Not for Sale

**Size:** Small (46m long)

**Crew:** 1 (Normal +2)

**Cargo Capacity:** 1 mt

**Max Spd:** Ramming  
(armor)

**Shield Points:** 150

**Weapons:**

Triple Blaster Cannon

**Fire Arc:** Front

**Range Bonus:** +5

**Damage:** 2d10x2

**Range Mod:** PB/S +0, M/L N/A

Proton Torpedo Launcher (3 Torpedoes)

**Fire Arc:** Front

**Att Bonus:** +10

**Range Bonus:** PB +0

**Damage:** 9d10x2

**Passengers:** 1

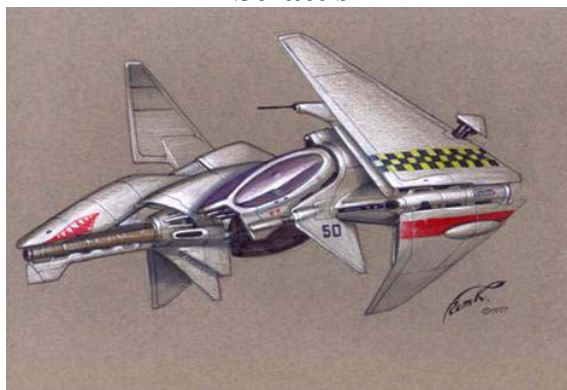
**Consumables:** 1 wk

**Defense:** 23 (+1 size, +12

armor)

**Hull Points:** 200 **DR:** 20

## Stratus



The single-engine Stratus, at 16.9 meters long, is a multipurpose ship that was originally designed as a compromise between a full-fledged attack fighter and a heavy bomber. The durable starfighters of the Empire can give and take a great deal of punishment, but they don't have the payload capacity or the speed, stealth, and maneuverability to compete on bombing runs against the Stratus.

Era:    

**Craft:** Dragonwright Shipyards AVN-6 Bomber  
"Stratus"

**Class:** Starfighter

**Cost:** 250,000 (New), 90,000 (Used)

**Size:** Tiny (12.5m long)

**Crew:** 1

**Consumables:** 1 wk

**Max Spd:** Ramming  
crew, +3 engine)

**Defense:** 22

**Hull Points:** 120

**Weapons:**

2 Heavy Laser Cannons (fire-linked)

**Fire Arc:** Front

**Att Bonus:** +13 (+2 size, +4 fire control, +3 engines, +4 crew)

**Range Bonuses:** PB +0, S -2, M/L N/A

**Damage:** 6d10x2

4 Proton Torpedo Launchers (3

Heavy Torpedoes Each, Fire-linked)

**Fire Arc:** Front

**Att Bonus:** +13 (+2 size, +4 fire control, +3 engines, +4 crew)

**Range Bonus:** PB +0, S/M/L N/A

**Damage:** 13d10x2

**Initiative:** +6 (+2 size, +4 crew)

**Cargo Capacity:** 150 kg

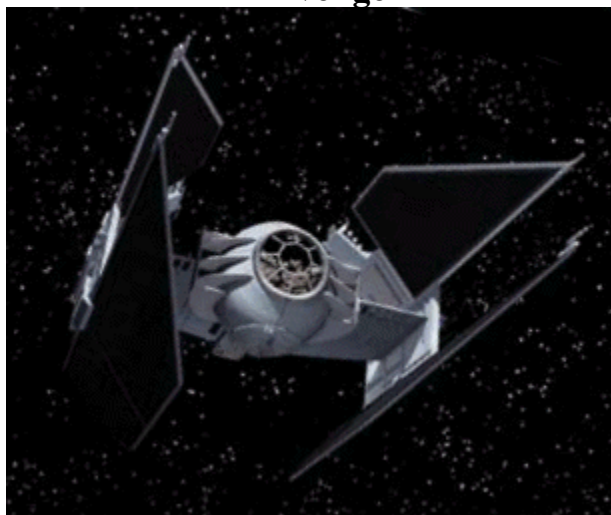
**Hypdrive:** x1

**Maneuver:** +9 (+2 size, +4

**Shield Points:** 30

**DR:** 10

## TIE Avenger



The TIE Avenger went into brief production around the time of the Battle of Hoth. Unfortunately, they didn't see much action, or production, due to the high cost of manufacture. They were based off Darth Vader's TIE Advanced x1 Prototypes, but eventually gave way to the smaller, more economical TIE Interceptor around the time of the Battle of Endor. The TIE Avenger did boast both shields and a hyperdrive, a feat which the TIE Defender would later pick up at a much cheaper production cost, and was also fairly maneuverable due to its pioneering split-bent-wing design. Though few saw mainstream usage by the Empire, they made a lethal addition to the Empire's already impressive arsenal, and became the bane of those Rebels who were used as tests for the capabilities of this snubfighter.

**Era:** 

**Craft:** Sienar Fleet Systems TIE/ad Avenger

**Class:** Starfighter

**Cost:** Not Available for Sale

**Size:** Diminutive (7.5 meters) **Initiative:** +8 (+4 crew, +4 size)

**Crew:** 1 (Skilled +4) **Cargo Capacity:** 110 kg

**Consumables:** 3 weeks **Hyperdrive:** x4

**Maximum Speed:** Ramming **Maneuver:** +11  
(+4 size, +4 Crew, +3 engines)

**Defense:** 24 (+4 Size, +10 Armor) **Shield Points:** 30

**Hull Points:** 120 **DR:** 10

**Weapons:**

Laser Cannons x4 (fire-linked)

**Fire Arc:** Front

**Attack Bonus:** +10 (+4 size, +4 crew, +2 fire control)

**Damage:** 6d10x2

**Range Modifiers:** PB +0, S +0, M/L n/a

## XJ-class X-Wing



The future is uncertain as the war against the Yuuzahn Vong draws to an end. A new generation of X-wings holds the line against the extra-galactic invaders; a new generation, but the first of even more to come. The XJ3-class X-wing has been modified to fully compensate for Yuuzahn Vong tactics and biotechnology (stutter-fire laser, expanded inertial compensator, decoy proton torpedoes).

**Era:** 

**Craft:** Incom T-65XJ/XJ3-class X-wing

**Class:** Starfighter

**Cost:** 250,000 (new), 200,000 (used)

**Size:** Tiny (12.5 meters) **Initiative:** +6 (+4 crew, +2 size)

**Crew:** 1 (Skilled +4) **Cargo Capacity:** 25 kg

**Consumables:** 3 days **Hyperdrive:** x1

**Maximum Speed:** Ramming **Maneuver:** +9  
(+2 size, +4 Crew, +3 engines)

**Atmospheric Speed:** 1120 km/h

**Defense:** 22 (+2 Size, +10 Armor) **Shield Points:** 70

**Hull Points:** 150 **DR:** 10

**Weapons:**

Heavy Laser Cannons x4 (fire-linked)

**Fire Arc:** Front

**Attack Bonus:** +15 (+2 size, +4 crew, +8 fire control, +3 equipment)

**Damage:** 7d10x2

**Range Modifiers:** PB +0, S -2, M/L n/a

Proton Torpedo Launchers 3 (fire-linked, 3 torpedoes each)

**Fire Arc:** Front

**Attack Bonus:** +15 (+2 size, +4 crew, +8 fire control, +3 equipment)

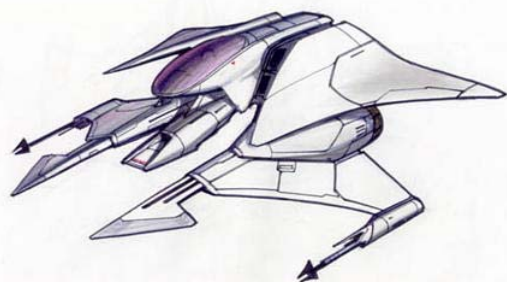
**Damage:** 9d10x2

**Missile Quality:** Ordinary



## TRANSPORTS

### Meteor-class Transport Shuttle



As the galaxy sinks further into war, the space lanes became a much less safe place to be, especially for important individuals in the Draconian Empire. This heavily armed vessel designed to protect very important cargo and individuals was the Draconian answer. This ship boasts a triple-layered hull of a powerful alloy, as well as a moderate speed and shields. Even though it looks like a drunken Bantha it maneuvers 10 times better than one.

**Era:**    

**Craft:** Dragonwright Shipyards Meteor-class Transport

**Class:** Space Transport

**Cost:** 300,000 (new), 175,000 (used)

**Size:** Small (28 m long)

**Initiative:** +5 (+1 size, +4 crew)

**Passengers:** 20

**Cargo Capacity:** 80 metric tons

**Crew:** 1 to 4

**Consumables:** 2 mo

**Hypdrive:** x1

**Max Spd:** Attack crew)

**Maneuver:** +5 (+1 size, +4 crew)

**Defense:** 22

**Shield Points:** 50

**Hull Points:** 120

**DR:** 5

**Weapons:**

3 Blaster Cannons (fire-linked one set)

**Fire Arc:** 2 sets Front, 1 rear

**Att Bonus:** +9 (+1 size, +4 fire control, +4

crew)

**Range Bonuses:** PB +0, S -2, M/L N/A

**Damage:** 5d10x2 (+1d for Fire-linked)

2 Twin Laser Cannons

**Fire Arc:** Front

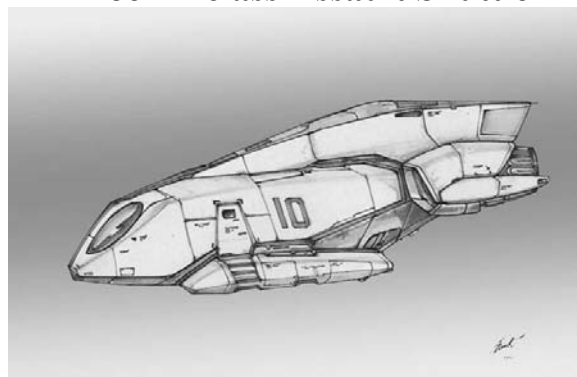
**Att Bonus:** +9 (+1 size, +4 fire control, +4

crew)

**Range Bonus:** PB +0, S -2, M/L N/A

**Damage:** 2d10x2

### Phoenix-class Assault Shuttle



The Phoenix-class Assault Shuttle is designed for fast attack boarding or raiding parties to ship, and for planetary assault missions. This craft normally carries a full complement of Draconian Dragoons. The passenger compartment is Spartan like.

**Era:**    

**Craft:** Dragonwright Shipyards Phoenix-class Assault Shuttle

**Class:** Starfighter

**Cost:** 250,000 (new), 150,000 (used)

**Size:** Tiny (17m long)

**Initiative:** +7 (+2 size, +4 crew)

**Passengers:** 20

**Cargo Capacity:** 50 metric tons

**Crew:** 1 to 2

**Consumables:** 4 mo

**Hypdrive:** None

**Max Spd:** Attack

**Maneuver:** +9 (+2 size, +4

crew, +3 engine)

**Defense:** 22

**Shield Points:** 60

**Hull Points:** 140

**DR:** 5

**Weapons:**

3 Blaster Cannons (fire-linked one set)

**Fire Arc:** 2 sets Front, 1 rear

**Att Bonus:** +10 (+2 size, +4 fire control, +4 crew)

**Range Bonuses:** PB +0, S -2, M/L N/A

**Damage:** 5d10x2 (+1d fire-linked)

2 Twin Laser Cannons

**Fire Arc:** Front

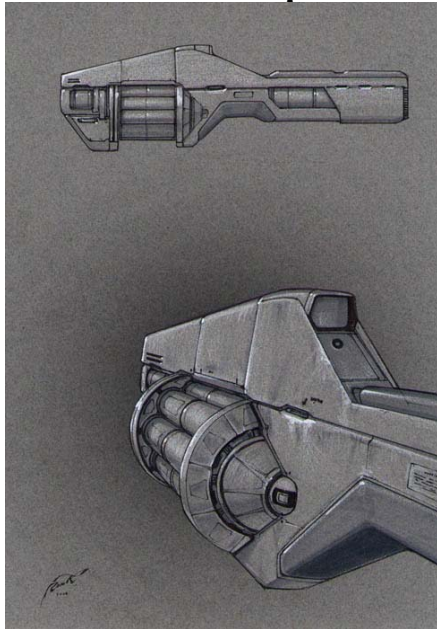
**Att Bonus:** +10 (+2 size, +4 fire control, +4 crew)



**Range Bonus:** PB +0, S -2, M/L N/A

**Damage:** 2d10x2

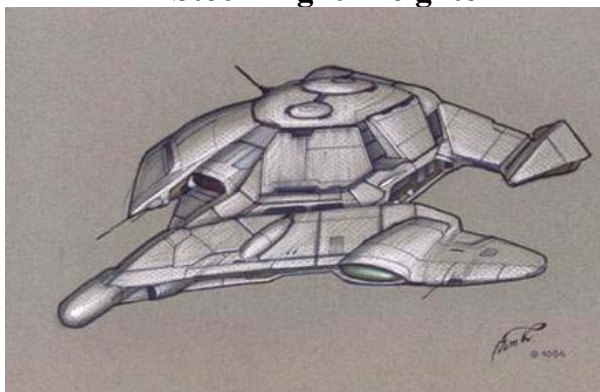


## Revolver-class Naquadah Hauler




**Era:**    
**Craft:** Dragonwright Shipyards Revolver-class Naquadah Hauler  
**Class:** Capital  
**Cost:** Not For Sale  
**Size:** Huge (500 meters long)  
**Initiative:** +2 (-2 size, +4 crew) **Maneuver:** +2 (-2 size, +4 crew)  
**Crew:** 65 **Passengers:** None  
**Cargo Capacity:** 100,000 mt **Consumables:** 6 months  
**Hyperdrive:** x1 **Backup Hyperdrive:** None  
**Max Spd:** Cruising **Defense:** 18  
**Shield Points:** 350  
**Hull Points:** 1,000 **DR:** 40

## X14 Stock Light Freighter

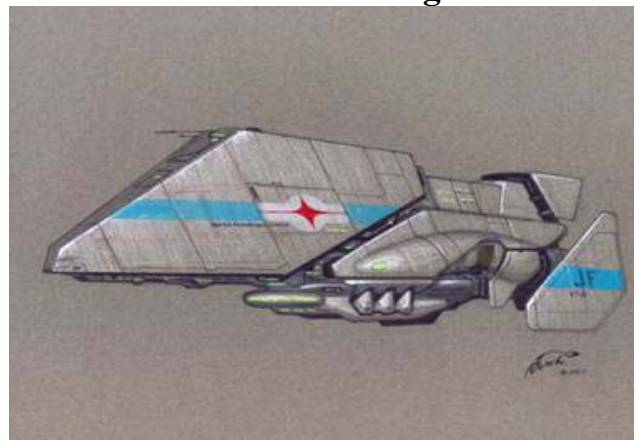


Perhaps the most adaptable light cargo transport in the galaxy, the X14 design is at the core of trading in the Empire. The X14 is an excellent all-purpose cargo transport, with powerful engines and a sturdy hull. The DWSY was quick to realize that it had a winner on its hands, and made almost as many






credits selling conversion kits as they did selling the transports themselves.

**Era:**       
**Craft:** Dragonwright Shipyards X14 Stock Light Freighter  
**Class:** Space Transport  
**Cost:** 150,000 (New)  
**Size:** Small (26.7m long) **Initiative:** +5 (+1 size, +4 crew)  
**Crew:** 2 **Passengers:** 6  
**Cargo Capacity:** 100 mt **Consumables:** 3 mo  
**Hyperdrive:** x2 **Max Spd:** Attack  
**Defense:** 21 **Shield Points:** 0  
**Hull Points:** 120 **DR:** 20

## X22 Stock Bulk Freighter



The X22 is a heavily armored and fast bulk freighter. This makes up for its lack of weapons.

**Era:**       
**Craft:** Dragonwright Shipyards X22 Bulk Freighter  
**Class:** Space Transport  
**Cost:** 1,200,000 (New)  
**Size:** Medium (100m long) **Consumables:** 2 Months  
**Crew:** 4 **Passengers:** 10  
**Max Spd:** Cruising **Initiative:** +4 (+4 crew)  
**Cargo Capacity:** 15,000 mt **Defense:** 20  
**Shield Points:** 150 **Hull Points:** 360 **DR:** 30  
**Hyperdrive:** x3

## CAPITAL SHIPS

### Dwarf Star-class Escort Frigate



The Dwarf Star-class delivers significant power in a compact package, forcing pirates and star fighter pilots to rethink their hit-and-run strategies when attacking supply convoys. Being smaller and somewhat more vulnerable than the Wyvern-class battle cruiser.

Era: 

**Craft:** Dragonwright Shipyards Dwarf Star-class Escort Frigate

**Class:** Capital

**Size:** Huge (300m long)

**Crew:** Minimum 307, maximum 700 (normal +2)

**Cost:** 8,120,000 (New)

**Initiative:** +0 (-2 size, +2 crew)

**Hyperdrive:** x2 (Backup x12)

**Maneuver:** +0 (-2 size, +2 crew)

**Passengers:** 75 (Troops)

**Defense:** 18

**Cargo Capacity:** 6,000 mt

**Shield Points:** 200 **DR:** 40

**Consumables:** 2 yr

**Hull Points:** 360 **DR:** 40

**Max Spd:** Cruising

**Weapons:**

Turbolasers (12)

**Fire Arc:** 3 batteries front, 3 left, 3 right, 3 back

**Attack Bonus:** +4 (+2 crew, -2 size, +4 fire control)

**Damage:** 7d10x5

**Range Modifiers:** PB -4, S -2, M/L +0

Laser Cannons (40)

**Fire Arc:** 10 front, 10 left, 10 right, 10 back

**Attack Bonus:** +4 (+2 crew, -2 size, +4 fire control)

**Damage:** 2d10x2

**Range Modifiers:** PB -4, S -2, M/L N/A

Tractor beam Projectors (2)

**Fire Arc:** 2 front

**Attack Bonus:** +4 (+2 crew, -2 size, +4 fire control)

**Damage:** Special

**Range Modifiers:** PB -4, S -2, M/L N/A

### Endurance-class Fleet Carrier

Unlike the Empire which had chosen the Imperial Star Destroyer as the backbone of its Sector Group, the New Republic has cantered its much

smaller military on carriers, with starfighters the main projection of New Republic firepower. The Endurance carries to fighter wings, an assault wing with short range K - Wings, and Defenders for close support, and one superiority wing with hyperspace capable fighters, to strike at targets from extended distances.

Although it is usually nestled among a nearly a score of screening vessels, and carries its own fighter guard, the ship is armed with a variety of weapons to protect from enemy starfighter attacks. In addition to it fighter base missions, it also acts as a command ship. Fleet Officers use this class of vessel as their flagship, the centerpiece of the modern battle group.

Era: 

**Craft:** Republic Engineering Corporation *Endurance*-class Fleet Carrier

**Class:** Capital

**Cost:** Not Available For Sale

**Size:** Colossal (1,040m long)

**Initiative:** -4 (-8 Size, +4 Crew)

**Crew:** 6,795

**Passengers:** 1,600 (troops)

**Cargo Capacity:** 15,000 mt

**Consumables:** 5 months

**Hyperdrive:** x1 (backup x10)

**Max Spd:** Cruising

**Maneuver:** -4 (-8 Size, +4 Crew)  
+10 Armor)

**Defense:** 12 (-8 Size,

**Shield Points:** 300

**Hull Points:** 800 **DR:** 60

**Weapon:**

12 Turbolaser Cannons

**Fire Arc:** 1 Front, 1 Left, 1 Right

**Attack Bonus:** +3 (-8 Size, +4 Crew, +4 Fire

Control, +3 Battery Fire)

**Damage:** 7d10x5

**Range Modifiers:** PB -6, S -4, M -2, L +0

20 Laser Cannons

**Fire Arc:** 1 Front, 1 Left, 1 Right, 1 Back

**Attack Bonus:** +6 (-8 Size, +4 Crew, +6 Fire

Control, +4 Battery Fire)

**Damage:** 5d10x2

**Range Modifiers:** PB +0 S/M/L N/A

8 Ion Cannons

**Fire Arc:** 5 Front, 1 Left, 1 Right, 1 Back

**Attack Bonus:** +2 (-8 Size, +4 Crew, +6 Fire

Control)

**Damage:** 5d10x2

**Range Modifiers:** PB -6, S -4 M -2, L N/A

4 Tractor Beam Projectors

**Fire Arc:** 1 Front, 1 Left, 1 Right, 1 Back

**Attack Bonus:** +2 (-8 Size, +4 Crew, +6 Fire

Control)

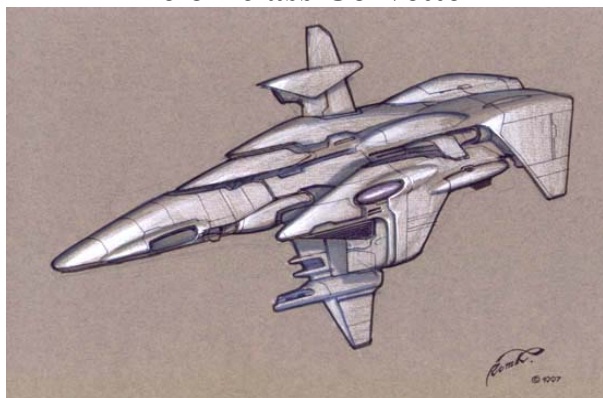
**Damage:** Special

**Range Modifiers:** PB -6, S -4 M/L N/A

**Ships Carried**

One Assault Wing (3 Squadrons, mix of K-Wings, Defenders), One Superiority Wing (3 Squadrons, mix X-Wings, A-Wings, E-Wings)

## Felon-class Corvette



The Felon-class Corvette is the logical step up from a light freighter – a larger configurable space vessel for larger jobs. The Felon-class can serve as a cargo transport, a passenger liner, a troop ship, or an escort, and the refitting time to convert from one to the other is minimal. As many Felon-class find their way into civilian use as they do military duty, and a significant number fall into the hands of pirates, who opt for a configuration somewhere between “military” and “cargo.”

Era: 

**Craft:** Dragonwright Shipyards Felon-class Corvette

**Class:** Capital

**Size:** Large (150m long)

**Cost:** 14 million (New), 5 million (Used)

**Crew:** 30 to 165 (Norm +2)

**Initiative:** +1 (-1 size, +2 crew)

**Hyperdrive:** x2

**Maneuver:** +1 (-1 size, +2 crew)

**Passengers:** Up to 600

**Defense:** 19

**Cargo Capacity:** 5,000 mt

**Shield Points:** 300 **DR:** 40

**Consumables:** 1 yr

**Hull Points:** 400 **DR:** 40

**Max Spd:** Attack

**Atmospheric Speed:** 950 km/h

**Weapons:**

Double Turbolaser Cannons (20)

**Fire Arc:** 5 front, 5 left, 5 right, 5 back

**Attack Bonus:** +5 (-1 size, +2 crew, +6 fire control)

**Damage:** 5d10X2

**Range Modifiers:** PB -2, S/M +0, L-2

## Guardian-class Star Destroyer



The Guardian-class Star Destroyer is produced at Hakassi Shipyards for the New Republic. It began production four months before the Yuuzhan Vong invasion as one of the cutting-edge ships that were on the verge of production when the invasion came. Due to wartime shortages and a need to classify information on the new Guardian-class, its not known how many Hakassi was able to produce, or if it's still building them. General Garm Bel Iblis, at the suggestion of his attaché, has begun transferring Guardians into his fleet group, where they have proven themselves as both powerful fore line warships and executors of ravaging flank attacks. The Guardian-class is equipped with very powerful engines for both maneuverability and movement, and is equipped with state-of-the art communications, scanners, threat-recognition software, and armor. Like other ships produced during this time, Guardian-class Star Destroyers were meant to be the height of technology and the most dangerous new warships of the line. With its payload mixed in with its size and speed, the designers of the Guardian-class have succeeded.

Era: 

**Craft:** Hassaki Shipyards NR Guardian-class Star Destroyer

**Class:** Capital

**Cost:** Not available for sale

**Size:** Gargantuan (1000m long)

**Crew:** Min 1200, max 4200 (skilled +4)

**Initiative:** -4 (-8 size, +4 crew)

**Hyperdrive:** 1.5

**Maneuver:** +2 (-4 size, +4 crew, +2 engine quality)

**Passengers:** 110 (troops)

**Defense:** 16 (-4 size, +10 armor)

**Cargo Capacity:** 24,000 mt

**Shield Points:** 300

**Consumables:** 4 yr

**Hull Points:** 630 **DR:** 60

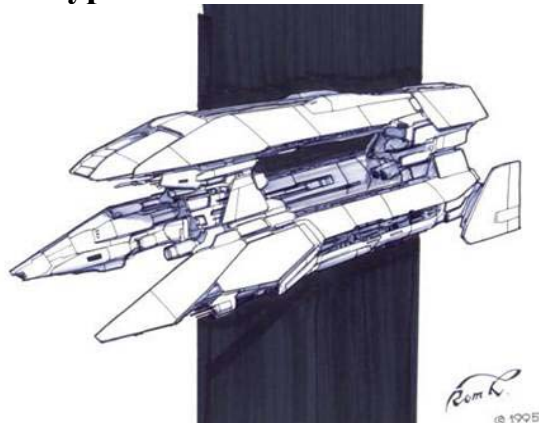
**Max Spd:** Cruising



### Weapons:

80 Turbolaser Cannons  
**Fire Arc:** Six batteries front/left, six batteries front/right, and four batteries rear  
**Attack Bonus:** 10 (-4 size, +4 crew, +6 fire control, +4 battery fire)  
**Range Bonuses:** PB -6, S -4, M -2, L +0  
**Damage:** 5d10x5  
 75 Ion Cannons  
**Fire Arc:** Five batteries front, five batteries left, and five batteries right  
**Attack Bonus:** +8 (+4 crew, -4 size, +4 battery fire, +4 fire control)  
**Range Bonus:** PB -6, S -4, M/L N/A  
**Damage:** 5d10x2  
 10 Tractor Beam Projectors  
**Fire Arc:** 6 front, 2 left, 2 right  
**Attack Bonus:** +6 (+4 crew, -4 size, +6 fire control)  
**Range Bonus:** PB -6, S -4, M/L N/A  
**Damage:** Special

## Gryphon-class Fleet Carrier



The Gryphon-class fleet carrier was designed in the Draconians first seclusion from the Republic/Empire. It was designed to be a forward base of operations for the starfighter fleets. The Gryphon-class carries 12 wings of Dragon's Breath, 4 Wings of Stratus bombers, and 1 Wing of Mimnoc Heavy Fighters.

Era:    

**Craft:** Dragonwright Shipyards Gryphon-class Fleet Carrier

**Class:** Capital

**Cost:** Not available for sale

**Size:** Huge (500 m long) **Initiative:** +0 (-2 size, +2 crew)

**Crew:** 3,505 **Passengers:** 800 (Pilots/Troops)

**Cargo Capacity:** 1,500 mt **Consumables:** 1 yr

**Hyperdrive:** x2 **Max Spd:** Attack

**Maneuver:** +0 (-2 size, +2 crew) **Defense:** 18

**Shield Points:** 300 **DR:** 40

**Hull Points:** 480 **DR:** 40

### Weapons:

100 Turbo Laser Cannons  
**Fire Arc:** 5 Batteries Rear, 5 Batteries Left, 5 Batteries Right, 5 Batteries Left  
**Attack Bonus:** +4 (+2 crew, -2 size, +4 fire control)  
**Damage:** 5d10X5  
**Range Modifiers:** PB -6, S -4, M -2, L +0

## Hajen-class Fleet Tender

The Hajen-class fleet tender is the life line of the New Class of ships. They keep the Fifth fleet supplied and on station and extends their running time. With adequate resupply, they can operate indefinitely. The fleet tender is not a repair vessel, as a damaged ship is unlikely to survive long enough to be repaired, instead it is a resupply vessel constantly running back forth from battle group to base to keep the ships well stocked carrying all the supplies needed to keep the battle group functioning.

Era:  

**Craft:** Republic Engineering Corporation Hajen-class fleet tenders

**Class:** Capital

**Cost:** Not available for sale

**Size:** Huge (375m length) **Initiative:** +0 (+2 crew, -2 size)

**Crew:** 6 (Normal +2) **Passengers:** 6

**Cargo Capacity:** 300,000 mt **Consumables:** 1 mo

**Hyperdrive:** x1 (backup x10) **Max Spd:** Cruising

**Atmospheric Speed:** 1000 km/h

**Maneuver:** +0 (-2 size, +2 crew) **Defense:** 18 (-2 size, +10 armor)

**Shield Points:** 200 **Hull Points:** 500 **DR:** 40

## Harvester-class Interdiction Cruiser



Era:    

**Craft:** Dragonwright Shipyards Harvester-class Interdiction Cruiser

**Class:** Capital

**Cost:** Not available for sale

**Size:** Gargantuan (600m long) **Initiative:** +0 (-4 size, +4 crew)

**Crew:** 2,807 **Passengers:** 80 (Troops)

**Cargo Capacity:** 3,000 mt **Consumables:** 3 yr

**Hyperdrive:** x2 **Max Spd:** Cruising

**Maneuver:** +0 (-4 size, +4 crew) **Defense:** 16

**Shield Points:** 350      **DR:** 50

**Hull Points:** 500      **DR:** 50

**Weapons:**

20 Light Turbo Quadlasers

**Fire Arc:** 2 batteries front, 1 battery right, 1 battery left

**Attack Bonus:** +6

**Range Bonuses:** PB -6, S -4, M -2, L +0

**Damage:** 4d10x2

4 Gravity Well Projectors

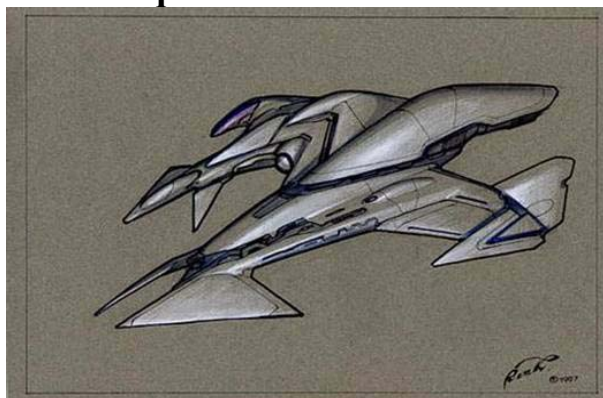
**Fire Arc:** Special

**Attack Bonus:** Special

**Range Bonus:** Special

**Damage:** Special

## Inquisitor-class Cruiser



**Era:**



**Craft:** Dragonwright Shipyards Inquisitor-class Cruiser

**Class:** Capital

**Cost:** Not available for sale

**Size:** Colossal (1,200 m long)      **Initiative:** -4 (-8 size, +4 crew)

**Crew:** 1,230-5,402      **Passengers:** 12,000 (Troops)

**Hyperdrive:** x1      **Max Spd:** Cruising

**Cargo Capacity:** 30,000 mt      **Consumables:** 3 yr

**Maneuver:** -4 (-8 size, +4 crew)      **Defense:** 12

**Shield Points:** 300      **DR:** 60

**Hull Points:** 600      **DR:** 60

**Weapons:**

12 Turbolasers

**Fire Arc:** 2 batteries front, 1 left, 1 right

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Damage:** 4d10x5

**Range Modifiers:** PB -4, S -2, M/L +0

2 Tractor Beam Projectors

**Fire Arc:** Front

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Damage:** Special

**Range Modifiers:** PB -4, S -2, M/L N/A

## Pirate Frigate



**Era:**



**Craft:** Unknown-class of Pirate Frigate

**Class:** Capital

**Size:** Large (150m long)

**Cost:** 1,948,000 (New)

**Crew:** 30 to 165 (Norm +2)

**Hyperdrive:** x2

**Passengers:** Up to 600

**Cargo Capacity:** 5,000 mt

**Consumables:** 1 yr

**Max Spd:** Attack

**Atmospheric Speed:** 950 km/h

**Additional Systems:** Backup Shield Generator, Hypertransceiver, Sensor Mask (Good; DC: +6), Ion Shielding

**Weapons:**

Turbolaser Cannons (4)

**Fire Arc:** Turret

**Attack Bonus:** +5 (-1 size, +2 crew, +6 fire control)

**Damage:** 7d10X5

**Range Modifiers:** PB -2, S/M +0, L-2

8 Assault Concussion Missile Tubes (30 missiles each, Fire-linked in sets of 4)

**Fire Arc:** Front

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Range Bonus:** PB -6, S -4, M -2, L N/A

**Damage:** 11d10x5

Tractor Beam Projectors

**Fire Arc:** Front

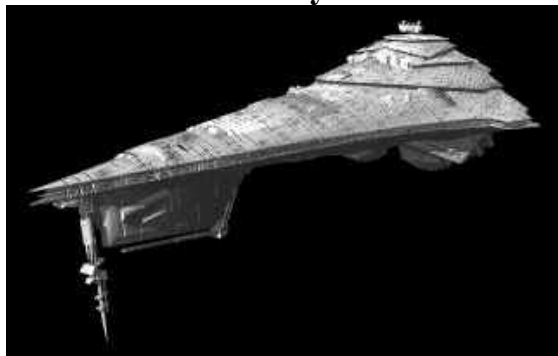
**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Damage:** Special

**Range Modifiers:** PB -4, S -2, M/L N/A



## Sovereign-Class Super Star Destroyer



Basically a smaller version of the *Eclipse*-class Super Star Destroyer, the *Sovereign*-class vessel was nevertheless a monstrosity armed to the teeth. At 15,000 meters in length, this warship from the *Dark Empire* comic book series boasted a weapons complement of one Superlaser cannon mounted along the lengthwise axis, 500 heavy laser cannons, 500 turbolaser batteries, 75 ion cannons, 100 tractor beam emitters, and five gravity well generators. In short, its capabilities were only slightly different from those of its *Eclipse*-class cousin, which was also a Kuat Drive Yards design. However, the two vessels featured radically differing shapes, the *Sovereign* having far less graceful lines. Angular fins defined the polygonal silhouette, whereas long lines tinged with hints of curves characterized the *Eclipse*. The two classes also differed in crew capacity; the *Sovereign* carried 601,670 with 4,075 gunners, slightly fewer than the *Eclipse*, as well as a somewhat smaller number of fighter and ground assault craft.

Era:   

**Craft:** Kuat Drive Yards Sovereign Class Star Destroyer; **Class:** Capital; **Cost:** not available for sale; **Size:** Colossal ( 15.000 m long ); **Crew:** minimum 88.600, maximum 601.670, 4075 gunner ( Skilled +4 ); **Passengers:** 130.000 ( troops ); **Cargo Capacity:** 400.000 metric tons; **Consumables:** 5 years; **Hyperdrive:** x3 ( backup x8 ); **Maximum Speed:** Cruising; **Defense:** 12 ( -8 Size, +10 Armor ); **Shield Points:** 800; **Hull Points:** 1100; **DR:** 100

**Weapon:** Axial Superlaser; **Fire Arc:** Front; **Attack Bonus:** +6 ( -8 size, +4 crew, +10 fire control); **Damage:** maximum 8d10x10\*; **Range Modifiers:** PB -8; S -6; M -4; L +2

**Weapon:** Turbolasers ( 500 ); **Fire Arc:** 40 batteries front, 30 batteries left, 30 batteries right; **Attack Bonus:** +4 ( -8 size, +4 crew, +4 fire control, +4 battery fire ); **Damage:** 8d10x5; **Range Modifiers:** PB -6; S □4; M □2; L +0

**Weapons:**

500 Laser cannons; **Fire Arc:** 30 batteries front, 25 batteries left, 25 batteries right, 20 batteries back; **Attack Bonus:** +8 ( -8 size, +4 crew, +8 fire control, +4 battery fire ); **Damage:** 5d10x5; **Range Modifiers:** PB-6; S -4; M -2; L +0

75 Ion cannons; **Fire Arc:** 5 batteries front, 4 batteries left, 4 batteries right, 2 batteries back; **Attack Bonus:** +4 ( -8 size, +4 crew, +4 fire control, +4 battery fire ); **Damage:** Special

**Range Modifiers:** PB -6; S -4; M -2; L +0; 100 Tractor beam projectors; **Fire Arc:** 11 batteries front, 4 batteries left, 4 batteries right, 1 battery back; **Attack Bonus:** +8 ( -8 size, +4 crew, +8 fire control, +4 battery fire ); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

5 Gravity well projectors; **Fire Arc:** 3 front, 1 Left, 1 Right; **Attack Bonus:** +10 ( -4 size, +2 crew, +12 fire control ); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

It appears that after only four examples of the *Sovereign* class were built or at least commissioned to be built (the *Sovereign*, *Autarch*, *Heresiarch*, and *Despot*); the program was canceled due to the fall of the reborn emperor. The fate of these ships, never canon (in the sense of having been in the movie trilogy) themselves in the first place, remains debatable; it is another non-canon source which reveals that they were destroyed.

## Starfighter Research Carrier

During the Empire's reign, much effort has been put into the research and development of new weapons. Dragonwright Shipyards produced a special capital ship capable of acting as a mobile research facility for starfighter projects, allowing them to field test their prototype starfighters while observing them firsthand. This was a great boon to the development of more powerful starfighters, as it not only drastically cut down on the lag between Research and Development and the results of experimental tests, but also allowed the Empire to do live-fire testing against their enemies and gauge their actual combat effectiveness. These mobile research carriers were relatively uncommon, however; usually, only one or two existed at any one time, with a lifespan of several years meaning that there were merely a few dozen of these capital ships in existence.

When Sinius Vaglor and his R&D staff set about creating this laboratory/weapon, they made sure to give the ship enough firepower and defenses so as not to become an easy target for enemy capital ships; after all, all would be for naught if the ship's experiments and records were destroyed. Fortunately, the ship also boasts a powerful holocomm transceiver which allows them to send their data back to Draconia to be backed up at regular intervals. With their

extensive resources (and, thanks to the relatively small number of the craft created), Vaglor was able to put a decent number of turbolaser batteries and point defense weapons on the ship, freeing up the experimental fighters for whatever function they are intended to serve. Additionally, the ship boasts four massive docking bays arrayed throughout the ship, allowing for quick launch and recovery of the experimental vessels. The ship could disgorge several squadrons of fighters in less than a minute, giving the ship strong armament and an edge in reaction time.

**Era:** 

**Craft:** Starfighter Research Carrier

**Class:** Capital ship

**Cost:** Not Available for Sale

**Size:** Gargantuan (651m length) **Initiative:** +0 (+4 crew, -4 size)

**Crew:** 3,560 **Passengers:** 12,000 (starfighter

research & support crew), 3,000 (troops)

**Cargo Capacity:** 6000 mt **Consumables:** 1 Year

**Hyperdrive:** x2 (backup x10) **Max Spd:** Cruising (4 spaces)

**Maneuvers:** -2 (-4 size, +4 crew, -2 engine quality)

**Defense:** 16 (-4 size, +10 armor)

**Shield Points:** 200 **DR:** 50

**Hull Points:** 500 **DR:** 50

**Weapons:**

18 Medium Turbolaser Battery

**Fire Arc:** 4 Batteries Front, 5 Batteries Left, 4 Batteries Back, 5 Batteries Right

**Attack Bonus:** +6 (-4 size, +4 crew, +2 fire control, +4 battery fire)

**Damage:** 5d10x5

**Range Modifiers:** PB -2, S/M +0, L -2.

20 Point Defense Laser Cannon

**Fire Arc:** 10 Front, 5 Left, 5 Back, 5 Right

**Attack Bonus:** +8 (+4 crew, +4 fire control)

**Damage:** 4d10x2

**Range Modifiers:** PB +0, S -2, M/L N/A.

10 Tractor Beam Projector

**Fire Arc:** 8 Front, 1 Left, 1 Right

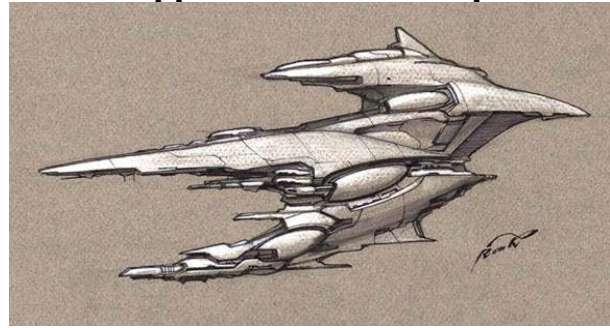
**Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control)

**Damage:** Special

**Range Bonuses:** PB -6, S -4, M/L N/A

Carries two squadrons of fighters (of varying standard configurations), 56 fighters (of varying experimental configurations), plus 30 larger starfighters and shuttles. When functioning as a shipyard: 50 slips; construction multiple 1.25

## Sapphire-class Gunship



The Sapphire-class gunship is the logical step to add more firepower to your fleet. The gunners are all Draconian S-10 gunner droids and are very efficient in their tasks. Along with the Wyvern-class Battle Cruiser it is a very deadly foe.

**Era:** 

**Craft:** Dragonwright Shipyards Sapphire-class Gunship

**Class:** Capital

**Cost:** Not available for sale

**Size:** Huge (500m long)

**Initiative:** +0 (-2 size, +2 crew)

**Crew:** 3,505

**Passengers:** 800 (Troops)

**Cargo Capacity:** 1,500 mt

**Consumables:** 1 yr

**Hyperdrive:** x2

**Max Spd:** Attack

**Maneuver:** +0 (-2 size, +2 crew) **Defense:** 18

**Shield Points:** 200 **DR:** 40

**Hull Points:** 480 **DR:** 40

**Weapons:**

200 Twin Laser Cannons

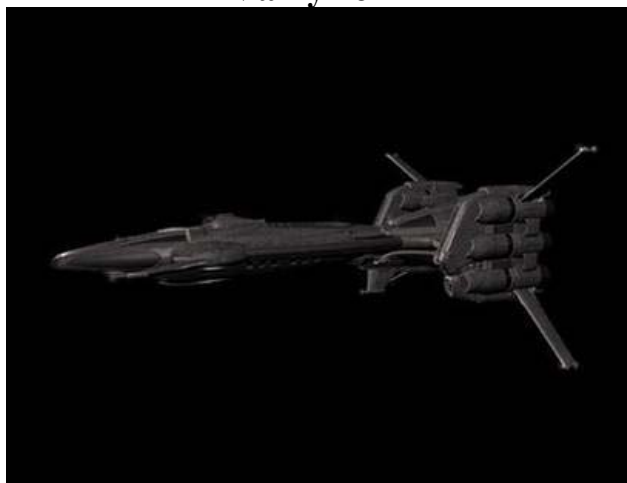
**Fire Arc:** 10 Batteries rear, 10 Batteries left, 10 Batteries right, 10 Batteries front

**Attack Bonus:** +4 (+2 crew, -2 size, +4 fire control)

**Range Bonuses:** PB -0, S/M/L N/A

**Damage:** 2d10x2

## Valkyrie



The Valkyrie was custom made for her Captain, Culvert Coldstone. It was built at Voarns Dry-docks a very talented mechanic who can build any design you can think of. The Valkyrie is a one of a kind ship. There is no way to duplicate the plans considering Voarn let Coldstone destroy them.



**Era:**

**Craft:** Voarns Dry-docks Valkyrie-class Bulk Freighter

**Class:** Capital

**Cost:** Not available for sale

**Size:** Colossal (1,600m long) **Initiative:** -4 (-8 size, +4 crew)

**Crew:** 5 to 8 **Passengers:** 15

**Cargo Capacity:** 3,000 mt **Consumables:** 1 yr

**Hyperdrive:** x1 **Max Spd:** Attack

**Maneuver:** -3 (-8 size, +4 crew, +1 Man) **Defense:** 19

**Shield Points:** 200 **DR:** 60

**Hull Points:** 400 **DR:** 60

**Weapons:**

8 Double Turbo Cannons (Fire-linked)

**Fire Arc:** Turret (1 top, 1 bottom, 1 starboard, 1 portside)

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Range Bonuses:** PB 0

**Damage:** 5d10x2

6 Proton Torpedo Launchers (3 Torpedoes Each)

**Fire Arc:** 6 Front

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Range Bonus:** PB +0

**Damage:** 9d10x2

## Warrior-class Gunship

Warrior-class gunships are small, dedicated ship destroyers with enough firepower to threaten a heavy cruiser, and a rack of concussion missiles with enough punch to cripple a Star Destroyer. They are used to punch holes in an enemy's formation. It is expected to contact the enemy ahead of the main force

and is armed with enough anti-starfighter weaponry to brush off starfighter attacks, while armored beyond a typical starfighters ability to damage the ship. Once it has penetrated the screening line, it targets and destroys the enemy's cruisers, before withdrawing into hyperspace.



**Era:**

**Craft:** Republic Engineering Corporation Warrior-class gunship

**Class:** Capital Ship

**Cost:** Not Available for Sale

**Size:** Large (190m length) **Initiative:** +1 (+2 crew, -1 size)

**Crew:** 44 (Normal +2) **Passengers:** 10

**Cargo Capacity:** 500 mt **Consumables:** 3 Months

**Hyperdrive:** x1 (backup x10) **Max Spd:** Attack

**Atmospheric Speed:** 1075 km/h

**Maneuvers:** +1 (-1 size, +2 crew)

**Defense:** 19 (-1 size, +10 armor)

**Shield Points:** 300

**Hull Points:** 500 **DR:** 80

**Weapons:**

10 Turbolaser Cannon [Double]

**Fire Arc:** 4 Front, 3 Left, 3 Right

**Attack Bonus:** +5 or +1/+1 (-1 size, +2 or -2/-2 crew, +4 fire control)

**Damage:** 6d10x5

**Range Modifiers:** PB -2, S/M +0, L -2.

8 Laser Cannon [Point]

**Fire Arc:** 2 Front, 3 Left, 3 Right

**Attack Bonus:** +7 (-1 size, +2 crew, +6 fire control)

**Damage:** 5d10x2

**Range Modifiers:** PB +0, S/M/L N/A.

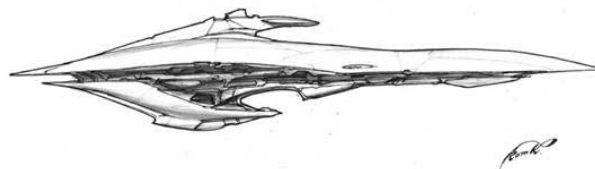
4 Assault Concussion Missile Tubes (30 missiles each)

**Fire Arc:** 2 Front, 2 Back

**Damage:** 9d10x5

**Missile Quality:** Ordinary (+10)

## Wyvern-class Battle Cruiser



For several Millenniums, the Wyvern-class Battle Cruiser is the final word in capital ships. Fast, tough, and armed to the teeth, its mere presence can inspire dread in anybody. Frequently loaded with Dragons Breath starfighters support shuttles, landing barges, thousands of troops, support vehicles, and a top-notch command crew to coordinate them all.



**Era:**

**Craft:** Dragonwright Shipyards Wyvern-class Battle Cruiser

**Class:** Capital

**Cost:** Not available for sale

**Size:** Colossal (1,600m long)

**Initiative:** -4 (-8 size, +4 crew)

**Crew:** Min 5,000/Max 37,085    **Passengers:** 1,600 (troops)

**Cargo Capacity:** 36,000 mt    **Consumables:** 6 yr

**Hyperdrive:** x2    **Max Spd:** Cruising

**Maneuver:** -4 (-8 size, +4 crew)    **Defense:** 12

**Shield Points:** 500    **DR:** 60

**Hull Points:** 700    **DR:** 60

**Weapons:**

100 Heavy Turbolaser Cannons

**Fire Arc:** 5 Batteries rear, 5 Batteries left, 5 Batteries right, 5 batteries front

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Range Bonuses:** PB -6, S -4, M -2, L +0

**Damage:** 10d10x5

60 Ion Cannons

**Fire Arc:** 4 Batteries front, 3 Batteries left, 3 Batteries right, 2 Batteries rear

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Range Bonus:** PB -6, S -4, M/L N/A

**Damage:** Special

10 Tractor Beam Projectors

**Fire Arc:** 6 front, 2 left, 2 right

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Range Bonus:** PB -6, S -4, M/L N/A

**Damage:** Special

8 Assault Concussion Missile Tubes (30 missiles each)

**Fire Arc:** Front

**Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control)

**Range Bonus:** PB -6, S -4, M -2, L N/A

**Damage:** 9d10x5

## SPACESTATIONS

### Bavos-II Space Platform

The Bavos-II Space Platform carries a complement of 64 TIE Fighters, 18 TIE Bombers, and 12 Xg-1 "Starwing" Assault Gunboats in addition to dozens of other small support vehicles. Also, up to three Large-sized capital ships (corvettes, patrol ships, Lancer-class frigates, etc.) are usually permanently stationed at a Bavos-II Platform, and in some sectors they will be deployed with up to 200 defensive mines (such as Type 5 mines). The Bavos-II is available several years before the Battle of Yavin.



**Era:** Rendili StarDrive Bavos-II Heavy-Duty Military Space Platform

**Class:** Station

**Cost:** n/a

**Size:** Colossal (Large space station, 2,500 meters)

**Initiative:** -4 (-8 size, +4 crew)

**Crew:** Skilled +4 (1,600 crew, 400 gunners)

**Passengers:** 300 (troops)

**Cargo Capacity:** 300 metric tons

**Consumables:** 18 months

**Maximum Speed:** n/a \*

**Maneuver:** n/a \*

**Defense:** 8 (+10 armor, -8 size, -4 speed)

**Shield Points:** 260 **DR:** 80

**Hull Points:** 600 **DR:** 80

**Weapons:**

Medium turbolaser cannons (100)

**Fire Arc:** 10 batteries turret

**Attack Bonus:** +2 (-8 size, +2 crew, +4 fire control, +4 battery fire)

**Damage:** 5d10x5

**Max Range:** Long

Anti-starfighter laser cannons (100 point-defense)

**Fire Arc:** 20 turret, 20 front, 20 left, 20 right, 20 rear

**Attack Bonus:** +6 (+0 size, +2 crew, +4 fire control)

**Damage:** 5d10x2

**Max Range:** Point Blank

Concussion missile banks (3, 30 missiles each)

**Fire Arc:** Turret

**Damage:** 6d10x2

**Missile Quality:** Ordinary (+10)

\* Because this vessel has no ion engines, it cannot move or make Piloting rolls.

### Orbiting Shipyard

The Orbiting Shipyard is normally linked with several other Orbiting Shipyard making a grid or cubic pattern that enables them to work on even the largest capital starships. Each Orbiting Shipyard has its own Hull Points and takes damage separately, but if one explodes all others attached to that one Shipyard

take explosion damage as if they had been "on board." Thus, it is possible to cause a chain reaction, destroying one Shipyard, which destroys the next in the line, which destroys the next, and so forth. This will generally only happen if all have been severely damaged, however. Type II Orbiting Shipyard was first used over a century before the Clone Wars, but earlier functionally similar models have been in use for several centuries.



**Era:** Dragonwright Ship Yards Type II Orbiting Shipyard

**Class:** Station

**Cost:** n/a

**Size:** Colossal (Large space station, 1,200 meters)

**Initiative:** -6 (-8 size, +2 crew)

**Crew:** Normal +2 (4,114)

**Passengers:** 200 (troops)

**Cargo Capacity:** 250,000 metric tons

**Consumables:** 3 years

**Maximum Speed:** n/a \*

**Maneuver:** n/a \*

**Defense:** 8 (+10 armor, -8 size, -4 speed\*)

**Shield Points:** 260 **DR:** 60

**Hull Points:** 660 **DR:** 60

**Weapons:**

Tractor beam projectors (9)

**Fire Arc:** Front

**Attack Bonus:** +0 (-8 size, +0 crew, +8 fire control)

**Damage:** Special

**Max Range:** Short

\* The Orbiting Repair Yard has no ion engines and cannot move without the aid of space tugs.

### Orbiting Research Lab

The Orbiting Research Lab includes a small hangar capable of holding one Small-sized transport (usually a drop shuttle for traveling to the planet being studied). The Orbiting Research Lab grants a +2 equipment bonus to all Computer Use rolls to operate the sensors. This model of research lab (or similar precursors) has been in use for several centuries.



**Era:** Dragonwright Ship Yards Orbiting Research Lab

**Class:** Station

**Cost:** n/a

**Size:** Medium (Diminutive space station, 53 meters)

**Initiative:** +2 (+0 size, +2 crew)

**Crew:** Normal +2 (5 crew, 1 gunner)

**Passengers:** 30 (research scientists), 10 (troops)

**Cargo Capacity:** 300 metric tons

**Consumables:** 6 months

**Maximum Speed:** n/a \*



**Maneuver:** n/a \*

**Defense:** 16 (+10 armor, +0 size, -4 speed\*)

**Hull Points:** 270      **DR:** 60

**Weapons:**

Dual laser cannon (fire-linked)

**Fire Arc:** Turret

**Attack Bonus:** +4 (+0 size, +0 crew, +4 fire control)

**Damage:** 3d10x2

**Max Range:** Short

\* The Orbiting Research Lab has no ion engines and cannot move or make Pilot checks.

## "Roost" Defense Platform and Deep Drydock

The Dragonwright "Roost" Defense Platform and Deep Drydock is a new direction for Dragonwright, but it is a quality product. With over 1000 individual weapons, a powerful sensor system, 200 starfighters, gravity well projectors and room to repair over eight Wyvern-class Battle Cruisers at one time, the Roost is the best deep space drydock for long-term deployments.

Roosts can fit eight Wyvern-class Battle cruisers or 16 Naquadah-class Destroyers, but with a standard repair crew, only four Wyvern's can be repaired at once or 8 Naquadah Destroyers. However, this is usually more than enough for the needs of a typical deep space picket or patrol fleet. Roosts also come equipped with turbolaser and laser cannons, which assist local fighter squadrons with defense operations. With these weapons, plus their strong hull and shields, Roost drydocks are not defeated without a long fight.

**Tactical Deployment:** Roost Space Stations are currently being deployed to the four major jump points of the Draconian Empire, where high craft turnover rates and defensive platform make the Roost a must. They are also deployed one or two per light-year along the electronic barrier.

**Era:** 

**Craft:** Dragonwright "Roost" Defense Platform and Deep Drydock

**Class:** Station

**Cost:** Not available for sale

**Size:** Gargantuan (Colossal starship, 80,000m length)

**Initiative:** -4 (+4 crew, -8 size)

**Crew:** 500,000 (Normal +4)

**Passengers:** 150,000 (125,000 Repair Crew, 50,000 Troops)

**Cargo Capacity:** 20 million metric tons

**Consumables:** 10 years

**Hyperdrive:** x1

**Maximum Speed:** Docking (Poor, 1)

**Maneuvers:** -8 (-8 size, +4 crew, -4 Engines)

**Defense:** 12 (-8 size, +10 armor)

**Hull Points:** 2,200      **DR:** 70

**Shield Points:** 1,000      **DR:** 70

**Weapons:**

400 Heavy Turbolasers

**Fire Arc:** 20 Batteries Front, 20 Batteries

Aft, 20 Batteries Left, 20 Batteries Right

**Attack Bonus:** +2 (-8 size, +4 crew, +6 fire control)

**Damage:** 10d10x5

**Range Modifiers:** PB -6, S -4, M -2, L +0

600 Point Laser Cannons

**Fire Arc:** 150 front, 150 left, 150 back, 150 right

**Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control)

**Damage:** 4d10x2

**Range Modifiers:** PB +0, S -2, M/L N/A

20 Gravity Well Projectors\*

**Fire Arc:** Turret

**Attack Bonus:** Special

**Damage:** Special

**Range Modifiers:** Special

40 Tractor Beam Projectors

**Fire Arc:** 10 front, 10 left, 10 right, 10 rear

**Attack Bonus:** +2 (-8 size, +4 crew, +6 fire control)

**Damage:** Special

**Range Modifiers:** PB -6, S -4, M/L N/A

\* Due to the constant use these Projectors get only 5 are online at one time while the other 15 cool down.

## STARSHIP EQUIPMENT AND WEAPONS

### Auxiliary Fire Module

Auxiliary fire modules were developed by New Republic Navy technicians specially designed to combat the Yuuzhan Vong Dovin Basals. It consists of a coolant system and special fire control modules which attach to the laser batteries of a starfighter. When put in place properly, this auxiliary fire mode allows a pilot to increase the rate of fire of his lasers (at lower power) in order to overload the Dovin Basals' black holes, conveniently switching between fire modes by way of a simple switch located near the trigger on the flight stick. In such a fire mode, lower-powered laser blasts cycle through the laser cannons at twice the normal speed, causing the cannons to heat up and necessitating the addition of a coolant system. Currently, the modules can only be found inside the New Republic Navy, but soon enough the concept should leak out to commercial weapons designers, making them more widely available.

**Cost:** Not Available for Sale

**Weight:** 10 kg per weapon

**Notes:** When properly installed, doubles the number of attacks per round when using any set of fire-linked or individual starfighter laser cannons. Subtract 2/5 from the total damage of each shot.

### Improved Sensors

Military vessels, exploration ships, and reconnaissance ships often have superior sensor systems. Using higher quality materials and faster processors can aid this to a point:

Quality	Cost	Bonus
Sharp	1,000	+1
Excellent	10,000	+2
Incredible	40,000	+3

### Inertial Compensator Expander

Yuuzhan Vong Dovin Basals have been employed on their starships as anti-shield weapons, stripping starfighters and capital ships of their particle and energy shields. After several crushing defeats involving shield loss, New Republic pilots and technicians devised a way to counter this powerful weapon. Since Dovin Basals rely on manipulating gravity wells and black holes, the module was designed to expand the inertial compensation field (a gravity-field generation device in the first place) to

encompass not only the ship's cockpit, but the shields themselves as well. The drawback to this increased safety for pilots is that the power for this module is drawn from other systems, such as weapons and engines. These modules are almost impossible to find outside the New Republic military, however some outlaw techs and black-marketers may have developed (or more likely, stolen) this technology and are selling it on the Galactic underground.

**Cost:** Not Available for Sale

**Weight:** 36 kg

**Notes:** When installed and activated by a switch on the inertial compensator control panel, this module prevents the use of Dovin Basals as a shield-removal device. However, it subtracts 1/5 of the from the damage of all energy weapons, reduces Maximum Speed by one class, and gives a -2 penalty to all Pilot checks to make maneuvers.

### Ion Shielding

All starships have some protection against Ion overload. Natural radiation and stellar power fluctuations require this. Some advanced combat vessels are hardened above normal to protect against Ion Cannons. This requires additional non-conductive plating and in-line surge protectors to be installed in key locations of the starship.

**Effects:** The ship gets its Damage Reduction vs. ionization damage. Additionally, any computer use checks to reduce ionization effects gain a +5 equipment bonus. All the energy resistant material this requires also gives a -2 penalty to all Computer Use checks to operate the ship's sensors.

**Cost:** Ion Shielding costs 10% of the ship's total price (base cost + weapons + additional systems) before any reductions due to mass production. Special: the cost of extra armor is not factored into the cost to determine Ion Shielding (you don't have to protect hull metal from Ion Cannons).

**Cargo Space:** Ion Shielding also takes up extra space on board a starship.

Ship Size	Cargo Space
Colossal	512 metric tons
Gargantuan	256 metric tons
Huge	128 metric tons
Large	64 metric tons
Medium-size	8 metric tons
Small	1 metric ton
Tiny	500 kg
Diminutive	100 kg
Fine	25 kg

## VEHICLES OF THE EMPIRE

### REPULSOR CRAFT

#### Aggressor-class Repulsor Tank



Dragoons and their generals make extensive use of the RT-54 *Aggressor-class Repulsor Tank* during their expansion era and while fighting the Galactic Empire. The well-protected but highly maneuverable vehicle proved perfect for many different mission profiles, from lightning hit-and-run missions to defensive operations to planet-side infiltration.

Dragoons Lair designed the RT-54 to be highly modular, and many Dragoons customize their personal fighter tanks with specialized equipment and mission-specific armaments. When Dragoons take RT-54s into battle, three Dragoons man the tank, including a gunner.

The Draconian Repulsor Tank carries reactive composite armor that can take a beating from even the heaviest weapons, and integrated deflector shields that recharge at a rate of 1 point per round (with a maximum of 30). The RT-54 described here is fresh off the line, with no modifications.

**Era:**

**Craft:** Dragons Lair RT-54 Aggressor-class Repulsor Tank

**Class:** Speeder [Ground] **Size:** Huge (8.2 meters)

**Passengers:** 2 **Cargo Capacity:** 750 kg

**Speed:** 190 m **Max Velocity:** 320 km/h

**Cost:** Not available for sale

**Crew:** 2 or 3 (pilot and co-pilot/navigator with optional gunner, Normal +2)

**Initiative:** +0 (-2 size, +2 crew) **Maneuver:** +0 (-2 size, +2 crew)

**Defense:** 18\* (-2 size, +10 armor) **Shield Points:** 30

**Hull Points:** 25 **DR:** 10

\*Provides full cover to pilot and co-pilot, ½ cover to gunner

#### Weapons:

Medium twin-laser turret

**Fire Arc:** Partial turret (front/left/right)

**Attack Bonus:** +2 (-2 size, +2 crew, +2 fire control)

**Damage:** 3d8 x 2

**Range Increment:** 20 m

Dual heavy laser cannons (2)

**Fire Arc:** Front

**Attack Bonus:** +4 (-2 size, +2 crew, +4 fire control)

**Damage:** 5d8 x 2

**Range Increment:** 40 m

Dual thermal detonator missile launchers (16 missiles)

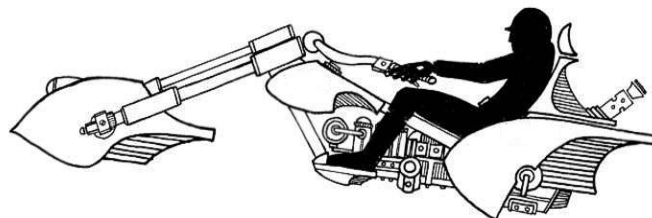
**Fire Arc:** Front

**Attack Bonus:** +4 (-2 size, +2 crew, +4 fire control)

**Damage:** 6d10 x 2

**Missile Quality:** Ordinary (+10)

#### Fire Dragon Swoop



The Fire Dragon is one of the fastest-and most dangerous-of all repulsorlift designs, combining the most powerful features of both swoops and speeder bikes. It has a distinctive shaped frame that includes heavy reinforcing to allow the swoop to survive the stress of high-speed maneuvers. The Fire Dragon is built for speed and little else, with an absolute minimum of safety features (a seat harness) and control surfaces. As a result, this swoop is much faster than most vehicles its size, but very difficult to control (-5 equipment penalty on all pilot checks; this penalty is included in the statistics below).

The Fire Dragon is popular with many of the most vicious swoop gangs in urbanized worlds and is sometimes used as a high-speed reconnaissance vehicle by irregular military units and planetary pirates. The Fire Dragon has a lower maximum altitude than most swoops, but it can still climb higher than the majority of speeder bikers.

**Era:**

**Craft:** Dragons Lair Fire Dragon Swoop

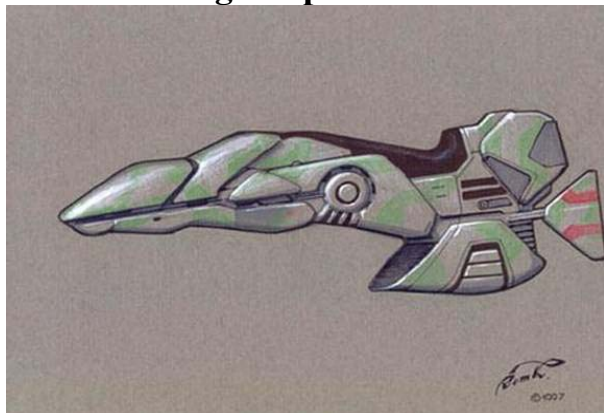
**Class:** Airspeeder

**Crew:** 1 (Skilled +4)

**Size:** Large (2.5 meters)

**Initiative:** +3 (-1 Size, +4 crew)  
**Passengers:** 1  
**Maneuver:** -2 (-1 size, +4 crew, -5 equipment penalty)  
**Cargo Capacity:** 2 Kg  
**Defense:** 10 (-1 size, +1 armor)  
**Speed:** 100 m **Shield Points:** 0  
**Max Velocity:** 600 km/h  
**Hull Points:** 13 **DR:** 5  
**Cost:** 6,500 (New), 2,500 (Used) **Altitude:** Low

## Ice Dragon Speeder Bike



The Ice Dragon is a basic speeder designed for military scouting and urban patrol missions. It consists of a powerful repulsorlift engine with two small thrust engines, a long forward control vein, and a small blaster cannon in a rotating mount. It is designed for a single pilot but has room for a passenger as well-both straddling the engine block of the vehicle. The Ice Dragon has a maximum ceiling of about 10 meters, typical for most modern speeder bikes.

The Ice dragon is the speeder bike of choice for the Draconian Empire, which generally deploys them in four-bike "lances." Lances are assigned to scouting or patrol missions, allowing just a few troops to search a large area. Actual combat missions were generally performed by infantry troops backed up by walkers as needed.

**Era:** 

**Craft:** Dragons Lair Ice Dragon Sports Speeder Bike

**Class:** Ground (Speeder)

**Size:** Large (4.87 meters)

**Passengers:** 1

**Cargo Capacity:** 4 Kg

**Speed:** 100 m

**Max Velocity:** 300 km/h

**Hull Points:** 16 **DR:** 5

**Cost:** 6,000 (New), 2000 (Used)

**Weapon:**

Laser Cannon

**Crew:** 1

**Initiative:** +1

**Maneuver:** +1

**Defense:** 11

**Shield Points:** 0

**Fire Arc:** Front  
**Attack Bonus:** +1  
**Damage:** 4d8  
**Range:** 20 m

## Para-Wing Glider

This is a recreational Para-wing glider based on Coalition/Imperial military gliders. The ShadoWing-1, -2, and -3 were available a few years earlier. The ShadoWing-6 is functionally similar but it is large enough to carry one passenger.

**Era:** 

**Craft:** Dragons Lair ShadoWing-4 Para-Wing Glider

**Class:** Air

**Cost:** 1,500

**Size:** Large (4 m long)

**Initiative:** +1 (-1 size, +2 crew)

**Maneuver:** +1 (-1 size, +2 crew)

**Crew:** Normal +2 (1 pilot)

**Passengers:** 0

**Cargo Capacity:** 0

**Atmospheric speed:** 200 km/h (3 squares/action)

**Altitude:** up to 5 km

**Defense:** 11 (+2 armor, -1 size) \*

**Hull Points:** 6

**DR:** 5

**Availability:** Common

\* The Para-wing glider provides one-quarter cover to its passenger.

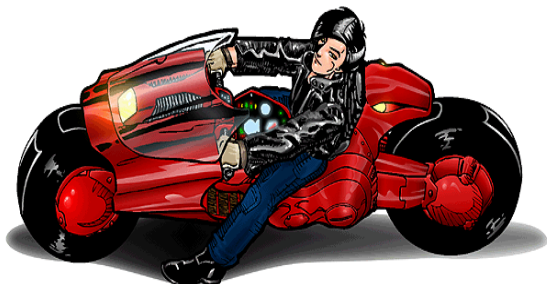
## Serpent Land Speeder

The Dragons Lair Serpent is a luxury model speeder with all the usual trimmings that come with a prestige vehicle. Most of these features exist purely for comfort value. It emphasizes comfort and image over any real performance superiority, features that appeal to the speeder's intended frivolous, nightclubbing demographic. A sleek, sporty number, the Serpent is popular among the young social elite of the Galaxy. A fully enclosed model is available, but by far the majority of sales have been the open-top variant.

Among the features of the Serpent are a single high-performance thrust engine fitted with Hush-Kit Dampeners to minimize noise pollution, a built in Holoprojector for recreational holovid viewing, a hands-free comlink, a motion counter balance to minimize inertia effects on passengers and the now-standard CAN navigation assist package found in most Dragons Lair speeders. Ergonomically designed seating is available for two passengers, although three can be carried with slightly less comfort for the rear pair. Available in a range of garish color schemes, the Serpent is the ultimate dilettante's club-cruiser.

**Craft:** Dragons Lair Serpent Land Speeder  
**Class:** Ground (Speeder)  
**Cost:** 19,000 credits (new), 4,000 credits (used)  
**Size:** Large (4 m long)  
**Crew:** 1 pilot **Passengers:** 2-3  
**Cargo Capacity:** 20kg  
**Ground Speed:** 100 m **Max Velocity:** 200 km/h  
**Altitude:** up to 1.5m  
**Defense:** 11\* (-1 size, +2 armor)  
**Hull Points:** 14 **DR:** 5  
**Luxury Extras:** Holoprojector, Hands-free Comlink, Motion Counter balance suspension, Computer Assisted Navigation, Hush-Kit Engine Dampening: +2DC to any Listen checks to overhear speeder's approach.  
\* Speeder provides one-half cover to all passengers.  
A canopied version is available for an extra 1,000 credits, providing full cover.

## Sidewinder Motorcycle



Do you find speeders passé? Swoops just too boring? Then look no further, because Dragons Lair is proud to present the ultimate driving experience: the Sidewinder 3000se! No other vehicle lets you feel the road beneath you like the Sidewinder does. Using Dragon Forges patented Smartwheel (tm) technology, the Sidewinder's wheels adjust their shape and pressure to account for any flaws in the road, from the largest potholes to the tiniest loose gravel. The Sidewinder combines this with a state of the art computer controlled suspension system to give you greater control and smoother ride than any other commercially available vehicle. Further, the Sidewinder's reinforced tritanium frame makes this motorcycle durable enough to easily endure the kind the beating that would leave many full sized vehicles twisted wrecks. At Dragons Lair, we design vehicles that can survive the apocalypse, but still make you look fashionable. The Sidewinder is no exception; its distinctive lines and sleek form (available in red and black only), will make you the envy of major governments, secret societies and cosmically empowered mutants everywhere. Don't delay; order today.

Dragons Lair: Speed is nice but cool is better.

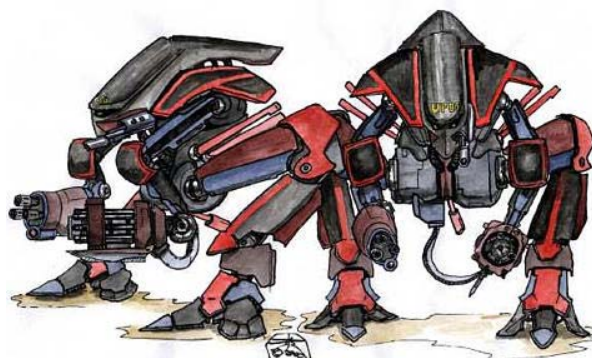


**Era:** Rebel Alliance, Galactic Empire, New Republic, Galactic Federation of Free Alliances  
**Craft:** Dragons Lair Sidewinder Motorcycle  
**Class:** Ground (Motorcycle)  
**Crew:** 1 (Skilled +4) **Passengers:** 1

**Size:** Large (2.5 meters)  
**Initiative:** +3 (-1 Size, +4 crew)  
**Maneuver:** +3 (-1 size, +4 crew)  
**Cargo Capacity:** 2 Kg  
**Defense:** 10 (-1 size, +1 armor)  
**Speed:** 100 m  
**Max Velocity:** 200 km/h  
**Hull Points:** 10 **DR:** 5  
**Cost:** 6,500 (New), 2,500 (Used)

## WALKERS

### Dragon Leech War Walker



The Dragon Leech was designed after the Galactic Empire proved that the walker concept was viable. The Dragon Leech is based of the Empires AT-PT walker. They gave the Dragon Leech a more aggressive look though to intimidate the enemy.



**Era:** Rebel Alliance, Galactic Empire, New Republic, Galactic Federation of Free Alliances  
**Craft:** Dragons Lair Dragon Leech War Walker  
**Class:** Walker (Ground) **Crew:** 1  
**Size:** Huge (6.4 meters) **Initiative:** +2  
**Passengers:** 0 **Maneuver:** +2  
**Cargo Capacity:** 200 Kg **Defense:** 13  
**Speed:** 30 m **Shield Points:** 0  
**Max Velocity:** 90 km/h  
**Hull Points:** 60 **DR:** 5  
**Cost:** Not Available for Sale

#### Weapon:

Twin Blaster Cannon (Fire-linked)

**Fire Arc:** Front

**Attack Bonus:** +2

**Damage:** 4d10

**Range:** 200 m

Concussion Grenade Launcher

**Fire Arc:** Front

**Attack Bonus:** +2

**Damage:** 4d6+2

**Range:** 20 m



## DROIDS OF THE EMPIRE

### A-2 Accounting Droid

**Classification:** Small 1st-degree accounting droid

**Cost:** 8,000

**Availability:** Common

**Era:** 

The A2 was originally intended to act as a personal account manager and negotiation-facilitator for use in corporate environments. Unfortunately, DragonSpec's skillware engineers never worked the bugs out of the A2's personality modules, and as a negotiating tool the droid was an almost total failure.

However, A2-series droids are adept at determining market value for numerous products and are extremely efficient accountants, resulting in their highly visible presence in the high-finance commercial environment of the Draconian Imperial Stock Market.

**DragonSpec A2 Accounting/Business Unit:**

**Hovering accounting droid, Expert 1; Init -1 (Dex); Defense 10 (-1 Dex, +1 size); Spd 10 m; VP/WP - / 6; Atk -5 melee (1d4-2, claw) or -4 ranged (by weapon); SV Fort -2, Ref -1, Will +3; SZ S; Face/Reach 2 m by 2 m/2m; Rep +0; Str 6, Dex 8, Con 6, Int 18, Wis 12, Cha 10, Challenge Code A.**

**Equipment:** Repulsorlift unit, vocabulator, holorecorder, heuristic processor

**Skills:** Appraise 4 ranks (+11), Diplomacy 2 ranks (cross-class, +2), Knowledge (bureaucracy) 4 ranks (+8), Knowledge (business) 4 ranks (+11), Profession (accountant) 4 ranks (+8), Read/Write Binary, Read/Write Basic, Speak Binary, Speak Basic.

**Unspent Skill Points:** 20 (plus 2 unspent languages)

**Feats:** Ambidexterity, Skill Emphasis (Appraise), Skill Emphasis (Knowledge [Business]), Skill Emphasis (Profession [accountant]).

### Archive Droid

**Classification:** Medium 1st-degree archive droid

**Cost:** 8,000

**Availability:** Common

**Era:** 

The A9G was designed to handle the increased demand for computer and library system management, particularly in the areas of data storage, collation and analysis. A fairly straightforward construct, the A9G has a humanoid body with minimal attachments and subsidiary gear. The main

advantage of the A9G is its data-sifting software, which allows the droid to handle the various managerial, organizational, and analytical needs of both a librarian and a library administrator.

In actuality, the A9G was not terribly successful; when placed into service in locations that saw a high volume of data-traffic, the A9G was prone to glitches and outright poor judgment. Still, for smaller-scale applications, the A9G is somewhat useful.

**DragonSpec A9G-series Data Storage Unit:**

**Walking archive droid, Expert 1; Init +0 (Dex); Defense 10 (+0 Dex); Spd 8 m; VP/WP - / 10; Atk -4 melee (1d3, hand) or -4 ranged (by weapon); SV Fort +0, Ref +0, Will +4; SZ M; Face/Reach 2 m by 2 m/2m; Rep +0; Str 10, Dex 10, Con 10, Int 20, Wis 14, Cha 12, Challenge Code A.**

**Equipment:** Kraran XI Superprocessor (1/2 time to make Computer Use checks, minimum move action), Cybot Galactica Data-Sifter software package (+2 equipment bonus to all Computer Use checks involving data searches), heuristic processor, vocabulator.

**Skills:** Computer Use 4 ranks (+12), Knowledge (bureaucracy) 4 ranks (+12), Gather Information 4 ranks (+5), Profession (librarian) 4 ranks (+9), Profession (administrator) 4 ranks (+6), Read/Write Binary, Read/Write Binary, Speak Binary, Speak Basic.

**Unspent Skill Points:** 24 (3 unspent languages)

**Feats:** Skill Emphasis (Computer Use), Skill Emphasis (Knowledge [bureaucracy]), Skill Emphasis (Profession [librarian])

### Attendant Droid

**Classification:** Medium 1st-degree attendant droid

**Cost:** 3,000

**Availability:** Common

**Era:** 

Attendant droids provide nursing and child care at a reasonable price. An integrated comlink connects into planetary communication systems allow attendant droids to summon aid from nearby medical treatment centers in a matter of minutes, while video, audio, and vital statistic relays allow remote diagnostics of patient symptoms and preparation for patient transportation with a minimum of delay. In crisis situations, an attendant droid's programming allows it to act independently,

performing diagnostic tasks and stabilizing a patient's condition before help arrives on the scene. Built-in audio and video recorders give parents a little extra peace of mind, and the attendant droid's skill in handling the everyday tasks of raising a child are nothing short of remarkable.

**DragonSpec A-243 Attendant Droid: Walking attendant droid, Expert 1; Init +0; Defense 10 (+0 Dex); Spd 8 m; VP/WP - / 8; Atk -5 melee (1d3-1, hand) or -4 ranged (by weapon); SV Fort -1, Ref +0, Will +4; SZ M; Face/Reach 2 m by 2 m/2m; Rep +0; Str 8, Dex 10, Con 8, Int 12, Wis 14, Cha 12, Challenge Code A.**

**Equipment:** Heuristic processor, comlink, audio/video recorder (100 hours recording capacity), vocabulator, integrated medical database (+2 equipment bonus on Treat Injury checks)

**Skills:** Computer Use 4 ranks (+5), Knowledge (alien species) 2 ranks (+3), Knowledge (medicine) 4 ranks (+5), Pilot 2 ranks (+2), Profession (attendant) 4 ranks (+9), Read/Write Binary, Read/Write Basic, Speak Binary, Speak Basic, Treat Injury 4 ranks (+9).

**Unspent Skill Points:** 7

**Feats:** Skill Emphasis (Treat Injury), Skill Emphasis (Profession [attendant]), Surgery

## IN-4 Information Droid

**Classification:** Medium 1st-degree information droid

**Cost:** 2,500

**Availability:** Prevalent

**Era:** 

The IN-4 information droid -- constructed on the same basic chassis as the EG-series power droid -- was one of Veril Line Systems' occasional forays into commercial markets. The IN-4 was a resounding success; virtually every modern Starport houses a large complement of IN-4s.

The droid's primary function is information storage and retrieval; typically such units provide directions or tourist information to travelers arriving at spaceports. Often, IN-4s are programmed with several languages (as many as two dozen) to better accommodate organics requesting information.

If data that is not stored in the IN-4's memory is requested, the droid's I/O interface allows access to computer networks (though most computer security protocols restrict IN-4 access to extremely low levels to prevent system tampering). Most data-retrieval restrictions are actually hardwired into the IN-4 and cannot be tampered with without destroying the unit. Add +10 to the DC of any Computer Use check when using an IN-4 to gain unauthorized access to Restricted or Protected information or when attempting to break computer security.

**Veril Line Systems IN-4 Information Droid:**

Tracked information droid, Expert 1; Init -1 (-1 Dex); **Defense** 9 (-1 Dex); **Spd** 4 m; **VP/WP** - / 8; **Atk** -5 melee (1, probe); **SV Fort** -1, **Ref** -1, **Will** +4; **SZ** M; **Face/Reach** 2 m by 2 m/2m; **Rep** +0; **Str** 8, **Dex** 8, **Con** 8, **Int** 18, **Wis** 14, **Cha** 12, **Challenge Code** A.

**Equipment:** Vocabulator, telescopic appendage (I/O computer jack).

**Skills:** Computer Use 4 ranks (+11), Knowledge (alien species) 1 rank (+5), Knowledge (archaeology) 1 rank (+5), Knowledge (architecture) 1 rank (+5), Knowledge (astronomy) 1 rank (+5), Knowledge (biology) 1 rank (+5), Knowledge (bureaucracy) 1 rank (+5), Knowledge (business) 1 rank (+5), Knowledge (chemistry) 1 rank (+5), Knowledge (engineering) 1 rank (+5), Knowledge (forensics) 1 rank (+5), Knowledge (genetics) 1 rank (+5), Knowledge (geography) 1 rank (+5), Knowledge (history) 1 rank (+5), Knowledge (medicine) 1 rank (+5), Knowledge (physics) 1 rank (+5), Knowledge (politics) 1 rank (+5), Knowledge (streetwise) 4 ranks (+11), Knowledge (technology) 1 rank (+5), Knowledge (wilderness lore) 1 rank (+5), Knowledge (world lore) 4 ranks (+11), Read/Write Binary, Speak Binary, Speak Basic.

**Unspent Skill Points:** 10 (plus 3 unspent languages)

**Feats:** Skill Emphasis (Computer Use), Skill Emphasis (Knowledge [world lore]), Skill Emphasis (Knowledge [streetwise])

## M-18 Medical Droid

**Classification:** Medium 1st-degree Medical droid

**Cost:** 10,000

**Availability:** Common

**Era:** 

Ever since the outbreak of a deadly virus on the popular, albeit backwater world of Iridonia approximately 16 years after the Battle of Yavin, Draconian Engineers have been pressed with the task of designing a droid that could go out into the field instead of an organic doctor, who would be susceptible to all kinds of diseases. With that in mind, DragonSpec, the leader in medicinal technology, came out with the M-18 Droid. It had exceptional skills, which were on par with most humanoid doctors. However, the one major setback was that all it could do was medicine, and simple diagnostic maintenance. It could not survive long without an engineer giving it maintenance diagnostics every few months. It was, however, well versed in over 7 million forms of communication, in case it came upon any species in trouble that did not speak any known languages.

**DragonSpec M-18 Walking Medical Droid, Expert 8; Init +1 (Dex); Defense 13 (+1 Dex, +2 Class); Spd 10m; VP/WP -/12; Atk +7/+2 ranged (by weapon); SQ:** 1st Degree Droid, Darkvision, Expert class skills (Computer Use, Disable Device, Knowledge, Profession, Repair, Survival, Treat Injury), Fast Healing, Humanoid Chassis, Male Personality, Pompous (+2 bonus to Diplomacy checks in the Core Worlds, -2 penalty to Diplomacy checks in the Outer Rim), Research; **SV Fort +3, Ref -1, Will +7; SZ M; Str 12, Dex 13, Con 12, Int 20, Wis 12, Cha 6.**

**Equipment:** Fire Extinguisher, Heuristic Processor, Infrared Vision, Recording Unit (audio), Remote Processor (5 km range), Translator Unit (DC 5)  
**Skills:** Computer Use +16, Disable Device +16, Knowledge (Biology) +19, Knowledge (Chemistry) +16, Knowledge (Genetics) +16, Knowledge (Medicine) +16, Profession (doctor) +15, Repair +16, Survival +12, Treat Injury +23

**Unspent Skill Points:** 5

**Feats:** Heroic Surge, Skill Emphasis (Knowledge [Biology], Profession [doctor], Treat Injury), Surgery

### N-53 Analysis Droid

**Classification:** Small 1st-degree information droid  
**Cost:** 6,000

**Availability:** Prevalent

**Era:** 

The N-53 is an advanced research droid designed by DragonSpec to function as an easily customizable but highly functional scientific and research droid. The Imperial Library employs such droids in their various analysis rooms where the droids do research using the vast wealth of knowledge available in the Library. The droids themselves come with some basic knowledge packages to speed up analysis and prevent unnecessary access to the archive memory. The droids are equipped with quadruple photoreceptors that allow for multi-wavelength imaging at even the most extreme magnifications, as well as a Repulsor-generated containment field that prevents the droid from being contaminated by harmful materials.

**DragonSpec N-53 Analysis Droid: Expert 4; Init +1 (+1 Dex); Def 13 (+1 Dex, +1 Class, +1 Size); Spd 10m; VP/WP -/10; Atk +5 ranged (by weapon); SQ** 1st Degree Droid, Humanoid Chassis; **SV Fort +1, Ref +2, Will +3; SZ S; FP: 0; Rep: +1; Str 10, Dex 12, Con 10, Int 19, Wis 9, Cha 10.**

**Equipment:** Comlink, Diagnostics Package, Improved Sensor Package, Infrared Vision, Recording Unit (audio, holo), Repulsorlift Unit, Security Protocols Package, Sonic Sensors, Telescopic Vision, Translator Unit (DC 5),

Vocabulator

**Skills:** Computer Use +16, Disable Device +8, Gather Information +12, Hide +5, Knowledge (electronics) +11, Knowledge (planetary systems) +11, Knowledge (science) +11, Knowledge (starships) +11, Knowledge (weapons) +11, Listen +3, Read/Write Binary, Repair +9, Search +12, Speak Binary, Spot +7

**Feats:** Ambidexterity, Skill Emphasis (Computer Use, Gather Information, Search, Spot)

### S-4 Security Droid

**Classification:** Medium 1st-degree Security droid

**Cost:** 5,000

**Availability:** Prevalent

**Era:** 

The DragonSpec S-4 unit is a popular model of defense droid, particularly in the Outer Rim Territories, where the S4 is manufactured. Most often these droids are found in the service of private corporations, local governments (and even crime lords), the S4 is a solid, dependable droid. One notable feature is its high running speed, allowing it to quickly respond to trouble and to keep pace with fleeing suspects.

**DragonSpec S-4 Security Droid: Thug 6; Init +2 (+2 Dex); Def 14 (+2 Dex, +2 Class); Spd 12m; DR 5; VP/WP -/8; Atk +5/+0 or +1/+1/-4 melee (1d6-1, claw), +8/+3 or +4/+4/-1 ranged (3d8 or DC 18 stun, crit 19-20, internal blaster rifle); SQ** 4th Degree Droid, Humanoid Chassis; **SV Fort +4, Ref +4, Will +1; SZ M; FP: 0; Rep: +1; Str 8, Dex 14, Con 8, Int 8, Wis 8, Cha 8, Challenge Code C.**

**Equipment:** Armor ('Battle armor [Medium]' equivalent, Damage Reduction: 5), Blaster [Rifle]

**Skills:** Intimidate +4

**Unspent Skill Points:** 4.

**Feats:** Armor Proficiency (light, medium), Point Blank Shot, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

### S-10 Gunner Droid

**Classification:** Medium 4th-degree Military droid

**Cost:** 10,000

**Availability:** Prevalent, Restricted

**Era:** 

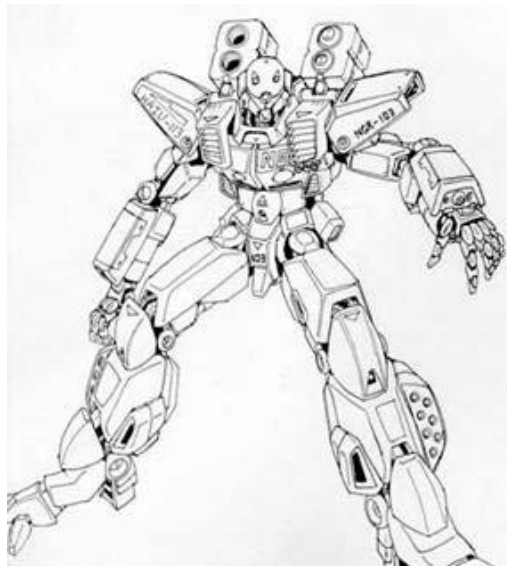
**DragonSpec Technologies S-10 Gunner Droid; Thug 12; Init +3; Def 10; Spd 12m (2 legs)/20m (4 legs); VP/WP 0/15; Atk +16/+11/+6; SQ** 4th Degree Droid, Walking Chassis; **SV Fort +10, Ref +5, Will +3; SZ M; Rep +3; Str 6, Dex 16, Con 15, Int 10, Wis 8, Cha 6**

**Equipment:** Comlink, Heuristic Processor, Improved Sensor Package, Vocabulator

**Skills:** Spot +6, Search +7

**Feats:** Multishots, Point Blank Shot, Rapid Shot, Weapon Group Proficiency (Capital Ships), Weapon Focus (Turbolasers)  
**Languages:** Draconian (understand, read/write).

## Sith Warbot



**Classification:** Medium 1st-degree Sith droid

**Cost:** Not for Sale

**Availability:** Rare, Restricted

**Era:**  

**Draconian Sith Warbot; Soldier 8; Init +7; Def 22;**

**Spd** 12m; **VP/WP** 68/17; **Atk** Melee +11/+6 or +12/+7 Assault Cannon (Plasma Shell Loads 4d8/19-20 X), +12/+7 Long Range Rockets 10d6/19 20 X2 burst 2d6); **SQ** 4th Degree Droid, Walking Chassis; **SV Fort** +8, **Ref** +4, **Will** +4; **SZ** M; **Rep** +2; **Str** 16, **Dex** 16, **Con** 17, **Int** 10, **Wis** 15, **Cha** 8

**Equipment:** Assault Cannon, Infrared Vision, Low-light vision, Comlink, Magnetic Feet, Armored Shell, Repulsorlift Unit, Maneuvering Jets, Locked Access  
**Skills:** Climb +5, Intimidate +10, Jump +7, Pilot +13, Spot +6

**Feats:** Dodge, Far Shot, Heroic Surge, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (Assault Cannon), Weapon Group Proficiencies (Blaster Pistol, Blaster Rifle, Heavy Weapons, Simple Weapons, Vibro Weapons)

**Languages:** Common, Draconic, Sith

## ARTIFICIAL INTELLIGENCE

### Ship Board AI Computer "Skye"

"Skye" is the AI that lives inside of the Pirate's Bane. She is a very even tempered woman

who stable and loyal to her Owner. If there is any attempt at theft of the ship "Skye" will lock out systems to prevent it and as a last resort blow her engines to stop it. "Skye" has a holographic transmitter that allows her to take on a S'kytri form. When she uses this form she is a very attractive S'kytri female (see Star Wars Gamer Magazine picture, page 62).

(10<sup>th</sup> Level Expert)

**Str:** 0 **Vitality:** None **Wounds:** None

**Dex:** 17 (+3) **Initiative:** +3 **Defense:** None

**Con:** 18 (+4) **Heuristic Processor:** Yes

**Int:** 20 (+5) **Personality:** Female

**Wis:** 18 (+4) **Chassis:** Stationary

**Cha:** 16 (+3) **Reflex:** +6

**Will:** +11 **Fortitude:** +7

**Reputation:** 6 **Vocabulator:** Yes

**Base Attack:** +7/+2 **Melee:** None

**Ranged:** +10/+5

**Languages:** Draconic, Common (Basic), Huttese, Ithoreses, Binary, Shyriiwook, S'kytri

**Read/Write:** Draconic, Common (Basic)

**Skills:** Astrogate +21, Computer Use +21, Droid Programming +21, Disable Device +18, Gather Information +16, Listen +12, Pilot +19, Repair +22, Search +13, Treat Injury +17

**Feats:** Ambidexterity, Skill Emphasis (Astrogate, Pilot, Computer Use, Droid Programming), Starship Dodge, Starship Operation (Voarns Dry-docks Bane-class Armored Transport), Weapon Group (Ships)

**Equipment:** Locked Access, Improved Sensors, Diagnostic Package, Comlink, PTP, Translator Unit (DC5)

**Era:**  

### Ship Board AI Computer "VAL"

"VAL" is the AI that lives inside of the Valkyrie. She is a very testy woman who is in love with her Captain. If there is any human female aboard the ship "VAL" will be extremely jealous of her. "VAL" has a holographic transmitter that allows her to take on a human form. When she uses this form she is a very attractive red head with green eyes. (10<sup>th</sup> Level Expert)

**Str:** 0 **Vitality:** None **Wounds:** None

**Dex:** 17 (+3) **Initiative:** +3 **Defense:** None

**Con:** 18 (+4) **Heuristic Processor:** Yes

**Int:** 20 (+5) **Personality:** Female

**Wis:** 18 (+4) **Chassis:** Stationary

**Cha:** 16 (+3) **Reflex:** +6

**Will:** +11 **Fortitude:** +7

**Reputation:** 6 **Vocabulator:** Yes

**Base Attack:** +7/+2 **Melee:** None

**Ranged:** +10/+5

**Languages:** Draconic, Common, Huttese, Ithoreses, Binary, Shyriiwook, Old Corellian

**Read\Write:** Draconic, Common

**Skills:** Astrogate +21, Computer Use +21, Disable Device +18, Gather Information +16, Listen +12, Pilot +19, Repair +22, Search +13, Spat +12, Treat Injury +17

**Feats:** Ambidexterity, Skill Emphasis (Astrogate, Pilot, Computer Use), Starship Dodge, Starship Operation (Voarns Dry-docks Valkyrie-class Bulk Freighter), Weapon Group (Ships)

**Equipment:** Locked Access, Improved Sensors, Diagnostic Package, Comlink, Translator Unit (DC 5)

**Era:**





## EQUIPMENT OF THE EMPIRE

### AN/PC-325 "Calliope" Headset Comlink

The AN/PC-325 "Calliope" Headset Comlink is one used mainly by Draconian technicians, but due to the reliability of these units the Empire has ordered several million for their troops. The cost may seem expensive, but the Calliope only weighs 0.3 kilos (with a battery; 0.17 kilos when using built-in power supply), and can withstand a 40 meter drop without getting a scratch. This is due to the unique alloy used in the headset's construction, duratrinium, which has the properties of duranium (incredible hardness) and trinium (lightweightness).

Calliope headsets are extremely reliable - they can operate for over 300 hours without needing to be recharged, and even longer if exposed to sunlight for long periods. Field tests have shown it to be capable of flawless, 5-by-5 transmission within 10 km and readable transmissions within 42 km. When transmissions are routed through base units, these ranges can be boosted substantially - enough to reach orbit, if necessary. As for encryption, it contains standard Imperial algorithms (which can be easily upgraded by scancomm technicians via the comp link). Though it is not very resistant to jamming, the Calliope is still worth the cost as a reliable unit for troop-to-troop and troop-to-base communications.

**Tactical Deployment:** These units are in widespread use only by the Imperial Army. Dragoons prefer their own, in-helmet designs by Dragon Forge, and Navy troopers tend to use standard military comlinks in their duties.

**Cost:** 300 credits

**Weight:** 0.3 kg

**Notes:** Headset comlink provides 300 hours of use up to 40 kilometers.

### Dragon Spec Cloud Floater Jet Pack

The Cloud Floater Jet Pack is so quiet that it adds no bonus to listen checks to detect it. It is ideal for stealthy infiltration as such is used extensively by the Draconian Military. This model has been available since the Clone Wars, but older models (with slightly reduced range) have been available for centuries.

The Cloud Floater has enough lift to carry up to 150 kg (including the pilot). A fully charged fuel cell provides either 20 short bursts or enough fuel to travel 2,000 meters. One burst can carry the user up to 70 meters straight up or up to 100 meters horizontally as a full-round action. Multiple bursts can be used to sustain movement in the same direction or hover in place, both of which are move actions that use a burst of fuel. Landing requires a successful Pilot check (DC 12). If the user fails, he gets no actions for one full round while trying to regain his bearings.

**Cost:** 400 (jet pack), 200 (fuel)

**Weight:** 30 kg

With the strength and versatility of sensors causing problems for those with something to hide, a special piece of gear was created to help prevent detection by electronic means of any particular contraband the owner might have. The diffuser pad is a sheet of lightweight, reflective fiber, roughly a 2 meter by 2 meter square, that can be placed flat like a blanket over an object, or wrapped up around it, in order to baffle sensors. The pad then takes the energy produced by a sensor scan and diffuses it around the object, effectively hiding it from most sensor packages while producing convincing results on the sensor data readout. This pad can be used to conceal objects from spaceport scanners, cover up secret entrances, or any one of the other uses that might be found for it, though the reflective material makes it stand out to even a quick glance, necessitating other means of concealment as well.

**Cost:** 1,150

**Weight:** 5.7 kg

**Notes:** Objects covered by the 5m x 5m diffuser pad add +10 to the DC of any Search roll involving sensors of any kind against the pad and the object it conceals.

### Dragon Spec Holographic Image Disguiser

These devices use state-of-the-art holographic technology to project an image over the wearer and enhance a disguise. Typically, these devices are used in conjunction with other methods of disguise, as holograms are rarely perfect enough to fool anyone who looks at the wearer with scrutiny. Unlike many forms of disguise, this device actually allows the wearer to make herself appear to be of a completely different species, aiding in throwing off pursuers or others from whom the user wishes her identity hidden.

Unfortunately, the device isn't infallible. Weapons such as ionic disruptors and other electronic-disabling devices have been known to cause the holographic image disguiser to fail. Also, stun weapons have occasionally shorted out their electrical circuits, and walking through an area with high communications interference will cause the hologram to lose color and waver.

**Cost:** 3,200 credits

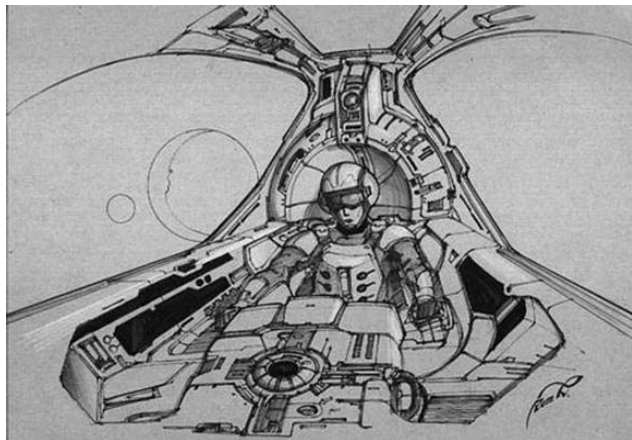
**Weight:** 2.5 kg

**Notes:** When activated, this device uses a preprogrammed 3D image, projected over the user's body, to aid in stealth and disguise. It gives a +5 equipment bonus to any Disguise checks.

### Diffuser Pad

## ARMOR

### Military "Dragon Hide" Flight Suit



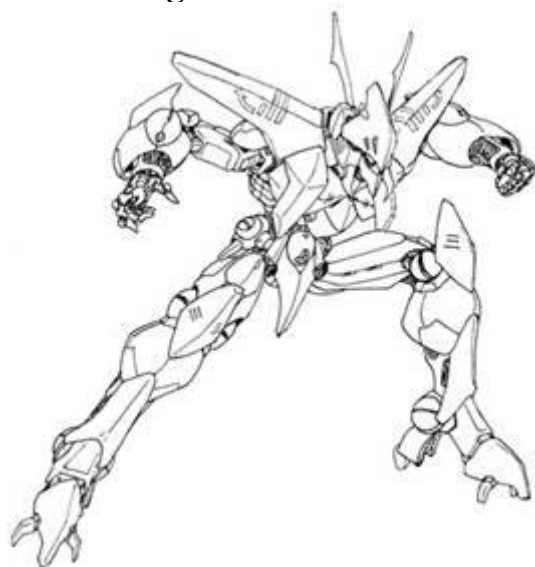
Worn by all pilots of the Draconian Empire Dragon Hide armor is a combat-ready flight suit that provides additional protection against vacuum for limited times.

**Type:** Dragon Forge Industries Military Flight Suit  
**Armor Type:** Light      **Proficiency Group:** Light  
**Cost:** 900 cr      **Damage Reduction:** 2  
**Max Dexterity:** +6      **Armor Check Penalties:** -1  
**Weight:** 2 kg      **Spd:** 10/5 m  
**Availability:** Rare, Military

This suit provides a +4 equipment bonus on Fortitude saves made to resist cold temperatures.

Era: 

### AT-A16 Elite Trooper Battle "Dragon's Claw" Armor



Worn by all shadow elite of the Draconian Empire, Dragon's Claw armor is based on a standard red-and-black shell like the Dragoon armor. Filled with electronics that assist and augment the soldier in his duties, it includes rudimentary environmental protection, three-phase sonic filtering, and visual amplification. Because scout armor requires training to operate properly, those who attempt to employ "appropriated" scout armor find it cumbersome and restrictive.

**Type:** Dragon Forge Industries Military Elite Battle Power Armor

**Armor Type:** Powered Armor

**Proficiency Group:** Powered

**Cost:** 50,000 cr      **Damage Reduction:** 9

**Max Dexterity:** +2      **Armor Check Penalties:** -4

**Weight:** 60 kg      **Spd:** 8m/4m fly 10 m

**Availability:** Rare, Military

Elite armor has a black stealth coating covering the outer shell that provides a +4 equipment bonus to all hide checks. Though unavailable on the open market you can possibly find them in the black market.

**Strength Augmentation:** The powered servos give the operator a +4, equipment bonus to Strength. If the operator does not have the Armor Proficiency (powered) feat, not only does this bonus not apply, but the operator suffers a -4 penalty to Strength and Dexterity while in the armor.

**Life Support:** The suit provides full life support for 36 hours, with an internal air supply and protection against the most extreme environments, including vacuum.

**Computerized Targeting:** The suit has mounts to carry up to two ranged weapons of size Large or smaller, as built-in parts of the armor. These weapons receive a +2 equipment bonus on all attack rolls. Additional weapons may be carried and used by the suits wearer, but are not attached to the computer targeting system and do not gain the attack bonus. The wearer may use only one suit mounted weapon per round.

**Repulsorlift:** The AT-A16 is equipped with a repulsorlift, giving it the ability to fly at a speed of 10 meters with good maneuverability. The repulsorlift has an operational altitude of low (about 1,000 meters).

**Sensors:** The suit grants its operator low-light vision and darkvision out to 20 meters and provides the benefit of a pair of electronicbinoculars, reducing the wearer's penalty on Spot checks to -1 for every 20 meters.

**Comlink:** The armor's built-in comlink has a range of 50 kilometers and can send and receive encrypted messages.

**Power lamp:** The armor includes a powerful lamp able to create a beam of light up to 100 meters long and 50 meters wide.

**Atmospheric Analyzer:** The AT-A16 is equipped with a series of sensors designed to detect anything harmful within the surrounding atmosphere.

The operator may make a Computer Use Check (DC 15) to determine if the air is breathable and another check (DC 20) to identify individual poisons or diseases in an unsafe atmosphere.

Era: 

## AT-A14 Infantry "Draagoon" Battle Armor



Worn by all soldiers of the Draconian Empire, Draagoon battle armor comes in a variety of models based on the standard red-and-black shell. Filled with electronics that assist and augment the soldier in his duties, it includes rudimentary environmental protection, three-phase sonic filtering, and visual amplification. Because trooper armor requires training to operate properly, those who attempt to employ "appropriated" trooper armor find it cumbersome and restrictive.

Variants of this armor also exist, including snow, radiation and sand trooper armor. Each has slightly different characteristics, but all include the basic characteristics common to all trooper armors. Though unavailable on the open market you can possibly find them in the black market.

**Type:** Dragon Forge Industries Military Battle Armor

**Armor Type:** Powered Armor

**Proficiency Group:** Powered

**Cost:** 25,000 cr

**Damage Reduction:** 7

**Max Dexterity:** +3

**Armor Check Penalties:** -2

**Weight:** 20 kg

**Spd:** 10/5 m

**Availability:** Rare, Military

Trooper armor (including all variants) provides a wearer who has the Powered Armor Proficiency feat a +2 equipment bonus on listen checks, spot checks and

Fortitude saving throws made to resist hostile environment.

All specialized variants provides a +6 equipment bonus on Fortitude saving throws made to resist cold, hot, or radiated temperatures for that specific type of armor.

**Strength Augmentation:** The powered servos give the operator a +4, equipment bonus to Strength. If the operator does not have the Armor Proficiency (powered) feat, not only does this bonus not apply, but the operator suffers a -4 penalty to Strength and Dexterity while in the armor.

**Life Support:** The suit provides full life support for 36 hours, with an internal air supply and protection against the most extreme environments, including vacuum.

**Computerized Targeting:** The suit has mounts to carry up to two ranged weapons of size Large or smaller, as built-in parts of the armor. These weapons receive a +2 equipment bonus on all attack rolls. Additional weapons may be carried and used by the suits wearer, but are not attached to the computer targeting system and do not gain the attack bonus. The wearer may use only one suit mounted weapon per round.

**Sensors:** The suit grants its operator low-light vision and darkvision out to 20 meters and provides the benefit of a pair of electronicbinoculars, reducing the wearer's penalty on Spot checks to -1 for every 20 meters.

**Comlink:** The armor's built-in comlink has a range of 50 kilometers and can send and receive encrypted messages.

**Power lamp:** The armor includes a powerful lamp able to create a beam of light up to 100 meters long and 50 meters wide.

**Atmospheric Analyzer:** The AT-A14 is equipped with a series of sensors designed to detect anything harmful within the surrounding atmosphere. The operator may make a Computer Use Check (DC 15) to determine if the air is breathable and another check (DC 20) to identify individual poisons or diseases in an unsafe atmosphere.

**Weapon Systems:** The AT-A14 is equipped with an E-Web blaster (3d8 Damage, 19-20 critical) attached to the top of the right arm of the armor.

Era: 

## AT-A15 Scout Trooper "Leather Hide" Battle Armor



Worn by all scouts of the Draconian Empire, Leather Hide armor is based on a standard red-and-black shell like the Dragoon armor. Filled with electronics that assist and augment the soldier in his duties, it includes rudimentary environmental protection, three-phase sonic filtering, and visual amplification. Because scout armor requires training to operate properly, those who attempt to employ "appropriated" scout armor find it cumbersome and restrictive.

Variants of this armor also exist, including snow, radiation and sand trooper armor. Each has slightly different characteristics, but all include the basic characteristics common to all scout armors. Though unavailable on the open market you can possibly find them in the black market.

**Type:** Dragon Forge Industries Military Scout Battle Armor

**Armor Type:** Powered Armor

**Proficiency Group:** Powered

**Cost:** 15,000 cr

**Max Dexterity:** +2

**Weight:** 19 kg

**Availability:** Rare, Military

**Damage Reduction:** 5

**Armor Check Penalties:** -3

**Spd:** 10/5 m

Scout armor (including all variants) provides a wearer who has the Powered Armor Proficiency feat a +2 equipment bonus on listen checks, spot checks and Fortitude saving throws made to resist hostile environment.

All specialized variants provides a +6 equipment bonus on Fortitude saving throws made to resist cold, hot, or radiated temperatures for that specific type of armor.

**Strength Augmentation:** The powered servos give the operator a +4, equipment bonus to Strength. If

the operator does not have the Armor Proficiency (powered) feat, not only does this bonus not apply, but the operator suffers a -4 penalty to Strength and Dexterity while in the armor.

**Life Support:** The suit provides full life support for 36 hours, with an internal air supply and protection against the most extreme environments, including vacuum.

**Computerized Targeting:** The suit has mounts to carry up to two ranged weapons of size Large or smaller, as built-in parts of the armor. These weapons receive a +2 equipment bonus on all attack rolls. Additional weapons may be carried and used by the suits wearer, but are not attached to the computer targeting system and do not gain the attack bonus. The wearer may use only one suit mounted weapon per round.

**Sensors:** The suit grants its operator low-light vision and darkvision out to 20 meters and provides the benefit of a pair of electronicbinoculars, reducing the wearer's penalty on Spot checks to -1 for every 20 meters.

**Comlink:** The armor's built-in comlink has a range of 50 kilometers and can send and receive encrypted messages.

**Power lamp:** The armor includes a powerful lamp able to create a beam of light up to 100 meters long and 50 meters wide.

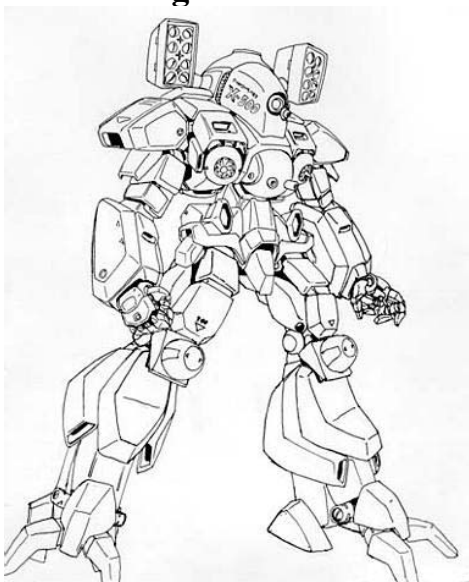
**Atmospheric Analyzer:** The AT-A15 is equipped with a series of sensors designed to detect anything harmful within the surrounding atmosphere. The operator may make a Computer Use Check (DC 15) to determine if the air is breathable and another check (DC 20) to identify individual poisons or diseases in an unsafe atmosphere.

**Weapon Systems:** The AT-A15 is equipped with two E-Web blaster (3d8 Damage, 19-20 critical) attached to the bottom of the arms of the armor.

Era: 



## AT-A17 Space Trooper Battle "Space Dragon" Armor



Worn by all space troopers of the Draconian Empire, Space Dragon armor is based on a standard red-and-black shell like the Dragoon armor. Filled with electronics that assist and augment the soldier in his duties, it includes rudimentary environmental protection, three-phase sonic filtering, and visual amplification. Because space armor requires training to operate properly, those who attempt to employ "appropriated" space armor find it cumbersome and restrictive.

**Type:** Dragon Forge Industries Military Space Battle Armor

**Armor Type:** Powered Armor

**Proficiency Group:** Powered

**Cost:** 50,000 cr

**Max Dexterity:** 0

**Weight:** 35 kg

**Damage Reduction:** 7

**Armor Check Penalties:** -5

**Spd:** 10/5 m, fly 10m

**Availability:** Rare, Military

Space armor is equipped with two six proton torpedo launchers from a Dragons Breath, Grav couplers, a cutting torch (which does 2d6 to star ship hulls), and a mini turbolaser cannon (which does 4d6 to star ship hulls). Though unavailable on the open market you can possibly find them in the black market.

Space armor provides a wearer who has the Powered Armor Proficiency feat a +5 equipment bonus on listen checks, spot checks and Fortitude saving throws made to resist hostile environment.

All specialized variants provides a +6 equipment bonus on Fortitude saving throws made to resist cold, hot, or radiated temperatures.

**Strength Augmentation:** The powered servos give the operator a +4, equipment bonus to Strength. If the operator does not have the Armor Proficiency (powered) feat, not only does this bonus not apply, but the

operator suffers a -4 penalty to Strength and Dexterity while in the armor.

**Life Support:** The suit provides full life support for 36 hours, with an internal air supply and protection against the most extreme environments, including vacuum.

**Computerized Targeting:** The suit has mounts to carry up to two ranged weapons of size Large or smaller, as built-in parts of the armor. These weapons receive a +2 equipment bonus on all attack rolls. Additional weapons may be carried and used by the suits wearer, but are not attached to the computer targeting system and do not gain the attack bonus. The wearer may use only one suit mounted weapon per round.

**Repulsorlift:** The AT-A17 is equipped with a repulsorlift, giving it the ability to fly at a speed of 10 meters with good maneuverability. The repulsorlift has an operational altitude of low (about 1,000 meters).

**Sensors:** The suit grants its operator low-light vision and darkvision out to 20 meters and provides the benefit of a pair of electronic binoculars, reducing the wearer's penalty on Spot checks to -1 for every 20 meters.

**Comlink:** The armor's built-in comlink has a range of 50 kilometers and can send and receive encrypted messages.

**Power lamp:** The armor includes a powerful lamp able to create a beam of light up to 100 meters long and 50 meters wide.

**Atmospheric Analyzer:** The AT-A17 is equipped with a series of sensors designed to detect anything harmful within the surrounding atmosphere. The operator may make a Computer Use Check (DC 15) to determine if the air is breathable and another check (DC 20) to identify individual poisons or diseases in an unsafe atmosphere.

Era: 



## ARMOR ATTACHMENTS

### Electric Field

The "Shocker" is a webbed lacing applied to armor surfaces to generate an electrical field that does damage to those touching the wearer. Electrical damage can be delivered if the wearer touches an opponent (grappling or punching him and doing the electrical damage along with unarmed damage), or if an opponent strikes the wearer in melee combat. The shock is enough to short out the power circuits in most vibro-weapons, but it will not affect a lightsaber.

Electrical shock lacing must be used on powered armor suits, as normal battle armor cannot fulfill this weapon's power requirements.

Since the shock lacing coats the outer surface of the armor, it rarely harms the wearer. However, if used in wet conditions, the shock lacing inflicts its damage on the wearer as well as the opponent. In any case, shock lacing applied to close to other powered armor systems like weapons and sensors often short circuits those systems, especially in wet conditions.

The Shocker can be added to a suit of armor with a Repair check (DC 15) and one day of work. It is illegal except for military and law enforcement personnel.

**Weapon:** Dragon Spec Personal Defense "Shocker"

**Cost:** 1,600 credits

**Effect:** Adds +2d6 electrical damage to unarmed attacks and grappling attacks. Inflicts 2d6 electrical damage to anyone who strikes the wearer in melee combat (lightsabers are immune to this effect). Vibro weapons used against the wearer are shorted out (inflicting 1/2 damage dice, e.g., 1d4 for a vibrodagger, 1d6 for a vibroblade, etc.) until repaired (Repair check, DC 15, and 1 minute of work). In wet conditions (underwater, standing in a puddle, or in heavy rain) this damage also applies to the wearer.

### Motion Sensor Array

Typically added to a standard blast helmet, an external sensor array detects motion within the wearer's visual radius and transmits audio signals corresponding to speed and direction detected. This early warning system can prepare a character against an otherwise unseen attack.

A motion sensor array adds a +2 equipment bonus to Spot checks. It requires an energy cell to function, although if it is mounted on powered armor it can use the armor's generator. Adding a motion sensor array to a suit of armor requires a Repair check (DC 15) and one hour of work.

**Item:** Dragon Spec Macro Motion Monitor

**Cost:** 250

**Weight:** 1 kg\*

\* Motion sensor arrays are designed to be mounted on armor, not to be used by hand.

### Reflective Body Glove

A lightweight modification of a standard environmental body suit used to control body heat and cooling. Typically worn next to the skin, this wraparound synthetic covering is impregnated with a combination of reflective materials that help abate the blast effects of energy weapons. It is intended for use as a readily disposable system, capable of absorbing a limited amount of damage before being discarded.

These can be worn underneath ordinary armor, providing a little extra protection against shots that would otherwise penetrate. Reflect body gloves are illegal except for military and law enforcement personnel.

**Model:** Synchronics ENVC-370 Body Glove

**Cost:** 4,000 credits

**Effect:** A Reflect Body Glove provides DR 4 against blaster, laser, and turbolaser attacks at one or more range increments (e.g., it will provide DR 4 against a blaster rifle only at a range of more than 40 meters). It only absorbs 20 points of such attacks before being destroyed.

## WEAPONS

### Dragon Forge HBR-5/ "Devastator" Heavy Blaster Rifle



#### Dragon Forge HBR-5/ "Devastator" Heavy Blaster Rifle

**Weapon Type:** Blaster Rifle

**Proficiency Group:** Blaster Rifles

**Cost:** 2,500

**Damage:** 4d8 **Critical:** 18-20

**Range Increment:** 30m **Weight:** 9 kg

**Fort DC:** - **Type:** Energy

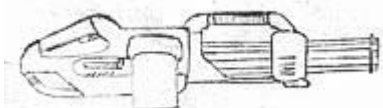
**Multifire/Autofire:** - **Size:** Large

**Hardness:** 5 **WP:** 10 **Break DC:** 20

**Availability:** Rare, Military

**Era:**    

### Dragon Forge MAW-9/ "Obliterator" Magnetic Accelerator



The Obliterator is a unique, and expensive. It fires a stream of small metallic projectiles suspended in a magnetic field and accelerated to just under the speed of sound. The result is a weapon with a soundless discharge but a high kinetic punch.

#### Dragon Forge MAW-9/ "Obliterator" Magnetic Accelerator

**Weapon Type:** Magnetic Accelerator Weapon

**Proficiency Group:** Exotic (Magnetic Excel Weapon)

**Cost:** 19,500

**Damage:** 6d6 **Critical:** 20

**Range Increment:** 30m **Weight:** 14 kg

**Fort DC:** - **Type:** Energy

**Multifire/Autofire:** - **Size:** Large

**Hardness:** 3 **WP:** 5 **Break DC:** 10

**Availability:** Rare, Military

**Special:** This weapon fires 200 shots before needing to be reloaded. It uses special ammunition (cost 2000 per 200 shots).

**Era:**    

### Dragon Forge SR-15 Sniper Rifle



#### Dragon Forge SR-15 Sniper Rifle

**Weapon Type:** Sporting Blaster Rifle

**Proficiency Group:** Blaster Rifles **Cost:** 2,500

**Damage:** 3d6+1 **Critical:** 19-20 (See Text)

**Range Increment:** 80m **Weight:** 4 kg

**Fort DC:** 13 **Type:** Energy

**Multifire/Autofire:** - **Size:** Medium

**Hardness:** 4 **WP:** 4 **Break DC:** 13

**Availability:** Common, Military

**Special:** This weapon can be disassembled to fit into a specially made case. Assembling or disassembling the weapon takes 2 full-round actions. If this weapon is used to fire only a single shot in a round, its threat range improves to 18-20.

**Era:**    

### Dragon Forge BR-7/ "Vortex" Blaster Rifle



The most identifiable blaster in the Draconian Empire, the compact Vortex looks almost like a carbine at first glance. Its cooling fins and heat vents reduce the need for a long barrel. A marvel of engineering, the easily produced Vortex is most commonly known as the Dragoon blaster.

#### Dragon Forge BR-7/ "Vortex" Blaster Rifle (Typical Blaster Rifle)

**Weapon Type:** Blaster Rifle

**Proficiency Group:** Blaster Rifle

**Cost:** 1,000

**Damage:** 3d8 **Critical:** 19-20

**Range Increment:** 30m **Weight:** 4.5 kg

**Fort DC:** 18 **Type:** Energy

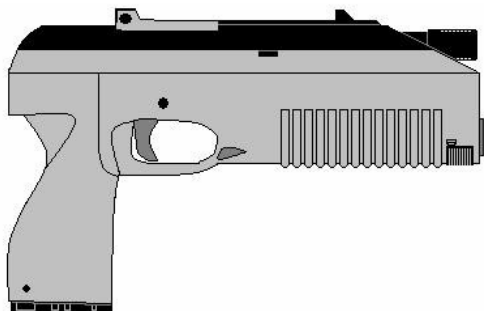
**Multifire/Autofire:** M **Size:** Medium-size

**Hardness:** 5 **WP:** 5 **Break DC:** 17

**Availability:** Prevalent, Military

**Era:**    

## Dragon Forge XM-6/ “Destroyer” Blaster Pistol



A work horse of a blaster pistol, the Destroyer is the standard side arm of the House of War. All troopers are issued a model of this weapon to carry as a spare weapon.

### Dragon Forge XM-6/ “Destroyer” Blaster Pistol (Typical Blaster Pistol)

**Weapon Type:** Blaster Pistol

**Proficiency Group:** Blaster Pistol

**Cost:** 750

**Damage:** 2d6

**Critical:** 20

**Range Increment:** 8m

**Weight:** 1 kg

**Fort DC:** 15

**Type:** Energy

**Multifire/Autofire:** N/A

**Size:** Small-size

**Hardness:** 5

**WP:** 2

**Break DC:** 14

**Availability:** Prevalent, Military

**Special:** Unlike most blaster pistols, the XM-6 may be set to automatic. In this mode, it takes a -4 penalty on attack rolls in addition to any other penalties unless the retractable stock is used.

**Era:** 